

HOW TO

SCRATCH BUILD TUMBLING WALLS

MINIATURE

WARGAMES

THE MAGAZINE FOR ALL WARGAMERS

DECEMBER 2023 ISSUE 488

SPEED
PAINTING
WITH KEVIN
DALLIMORE
INSIDE

CHRISTMAS ON THE FRONT

BASTOGNE BUILD:
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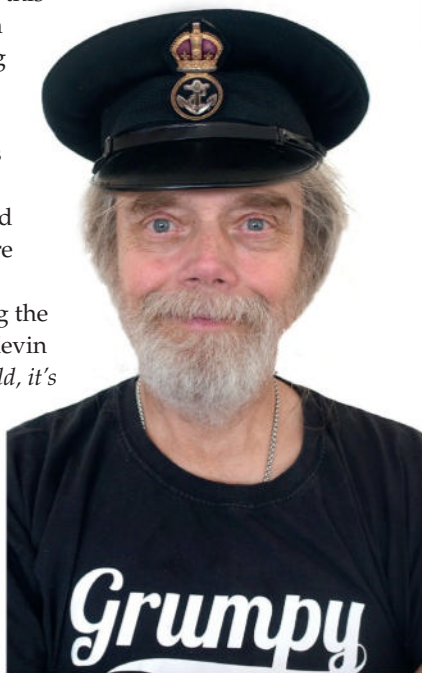
WELCOME

DOGS OF WAR

Well, the new year is beckoning and this month we have a fun combination of articles: we have a Naval outing (hence the hat) plus part two of the *Derring Do* pulp adventure on Prospero's Island. We also have an historical scenario from Charles Grant. In a 'switcheroo' kind of way we also have a fantasy campaign from Jon Sutherland and a scenery build from Mr Kinch plus more of the same from Tony Harwood (with a big, beautiful wall!) and a guide to quick painting the American War of Independence Brits from Kevin Dallimore. As *Dave Gilmour* sang: "One world, it's a battleground, One world, and we will smash it down, One world... One world". What with everything that's going on in that world, I hope to see you all next year.



John Treadaway
Editor



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MINIATURE WARGAMES

EDITORIAL

EDITOR **John Treadaway**
MiniatureWargames@warnersgroup.co.uk

DESIGN **Mike Carr**

COVER: Bolt Action Stug at Salute 2018

ADVERTISING AND PRODUCTION

COMMERCIAL MANAGER **Alex Lyon**
01778 391129 | alex.lyon@warnersgroup.co.uk

MARKETING

MARKETING MANAGER **Sophie Thornton**
01778 395092 | sophie.thornton@warnersgroup.co.uk

MARKETING EXECUTIVE **Charlotte Bamford**
01778 395081 | charlotte.bamford@warnersgroup.co.uk

PUBLISHED BY

PUBLISHER **Claire Ingram**
claire.ingram@warnersgroup.co.uk

Warners Group Publications PLC The Maltings, West Street,
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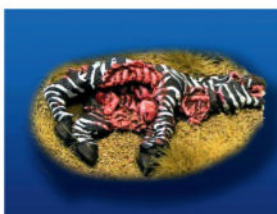
Build a big beautiful wall...

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Running an event by Dave Mustill.

FORWARD OBSERVER

News, previews and community submissions from the wargaming world



ACHESON CREATIONS

From Tepees to Trans Warp Drive

Acheson Creations are a US manufacturer that make a large selection of different models covering a variety of themes and periods in both metal and resin. For example, latest releases include 28mm *Tepees* (a three-pack) which cost \$39.95. They are hollow cast in resin. Or – if that doesn't take your gaming fancy – how about a *Herd of Zebras*? Made in 28mm and cast in pewter this 8-Piece Zebra Herd includes three poses with four walking, three leaping, and a casualty. Apart from game scenery the striped beasts are compatible for use with rules like **Wargames Foundry's** *Congo* and the set is \$24.95. Or how about some *WWI trenches*? There's a huge selection in 28mm (more than 20,



mostly in 4"x6", 8"x6" or 12"x6" sections) and all are cast in resin (and they'd go great with the latest **Wargames Atlantic** WWI releases). But if that all sounds a bit 'down to earth' how about some space ships? Cast in white metal you have a *Commonwealth Foxbat Bomber* (6-pack for \$5.50); or some *Imperium/Korath Longbow Bombers* (6-pack and still \$5.50). They also make plenty of other ships with prices running up to \$14. Go to achesoncreations.com and explore.

BRIGADE IN SPACE

More spaceships

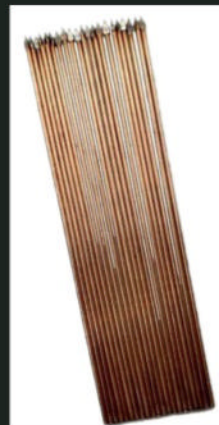
Brigade Models have been adding to their 6mm range with two shuttles for the *European Federation*. The first and largest is the *Aigle Assault Lander*, which can carry a platoon of infantry or several small armoured vehicles from orbit to surface. The *Cormoran* is a small personnel shuttle, used for courier work or landing away teams on planetary surfaces. Both models can be used in 6mm surface games, or they will also serve in *Squadron Commander* games



as scenario objectives. Both models are also available in their spaceship range at a smaller scale. The *Aigle* is £6 and the *Cormoran* is £2. Go to brigademodels.co.uk for their new website.

TO THE POINT

Spiky Goodness from CP Models
Fitting spears to models is always a problem and – for years – the best alternative to floppy white metal pikes and javelins has always been wire ones fitted to a drilled hand. If you make them yourself and want to have a tip on them that is something more than just a cut-off piece of wire, it always requires the modeller to hammer the ends over and shape them into decent looking tips: an onerous (and indeed hearing destroying) task. Some manufacturers now make these and **CP Models** have joined the market place. They now make long pointed items in a variety of thicknesses, tip styles and lengths. For example 20 of the 100mm wire spears with pike tip or a 30 pack of their 40mm with spear tip are all options. Made from 0.7mm thick wire they also make a 50mm length and an 80mm length as well, and prices are between £3.95 and £4.95 a pack: a small price to pay for strong weapons that don't bend all whilst simultaneously protecting your cochlear. Go to cpmodels.co.uk and check out their entire range.



SOVIET ARMOUR

6mm from Baccus

The latest additions to the **Baccus** range of 6mm WWII armour are the iconic *Russian T34/85* tank, and its

big brother, the heavier *IS II*. Cast

in metal, for £4 a pack you get

three tanks (of either mark) and

each of the packs comes with an extra turret featuring

a commander poking his head out to get some fresh air (and a

decent view of the battlefield!). For more information on these and the rest of their range go to baccus6mm.com.



SHOW & TELL

FUTURE WARGAMING EVENTS

CAVALIER

Sunday 24th February

The Angel Centre, Tonbridge TN9 1SF

twws.org.uk

HAMMERHEAD

Saturday 2nd March

Cedric Ford Pavilion, Newark Showground
NG242NY

hammerheadshow.co.uk

SALUTE

Saturday 13th April

ExCel, London, E16 1XL

salute.co.uk

PARTIZAN

Sunday 19th May

Cedric Ford Pavilion, Newark Showground
NG242NY

partizan.org.uk

COMMUNITY CORNER

BROTHERHOOD OF STEEL

For this month's Community Corner, we travelled the inhospitable wasteland known as "London" to rendezvous with Jack McNab, a self-titled 'perpetual paint gremlin and all-round nerd,' who fittingly works as a plastics manufacturer (though sadly not in the realm of miniature plastics, or at least not *yet...*). For Jack, miniature gaming has been a hobby since a young age. "A family friend introduced me to the delightful universe of *Warhammer* at an early age, though my miniature budget was limited. After many years of feverishly following the franchise (plus the fiscal advantage of a sustainable job) I ended up getting drawn in properly.

"These models were a change of pace from my normal *Warhammer 40K* range, as I was able to sweep up two kits in sale from another Sci-Fi franchise I'm a fan of: the *Brotherhood of Steel* Power Armour Units and support units, from *Fallout* by Modiphius.

"I hadn't really planned anything in particular for them, just wanting to take a break from painting deathless space robots and try out some different painting techniques that could take advantage of the weathered and worn aesthetic of the post-apocalypse. For the T45D power armour units I tried a new paint, the *TrueMetal* buffing paints by AK Interactive. The effect is fantastic! Even if any varnishes and washes affect the finish.



I also used this as an opportunity to get better at basing. I don't tend to put much effort into them, but this time I went all out with tufts and pigment powders, and I think they look great.

"Whilst I'm familiar with the game system's existence, I doubt that I will pursue collecting enough to make a battle force with them, given that I would also need an opponent to play against! But for the time being it was a nice creative exercise to expand my modelling techniques and try out something new. They'll certainly be staying with me, positioned just in front of my replica Laser Pistol and Pip-Boy!

When asked what tip he would pass on to other miniatures painters, Jack's advice was clear and direct: "For the love of Jeebus, get yourself an airbrush if you can, it makes priming trivial for all weathers. Just make sure to use a respirator if you haven't got good ventilation!"



If you'd like to submit something for Community Corner, contact MiniatureWargames@warnersgroup.co.uk

THIS MONTH IN HISTORY THE SOVIET-UKRAINIAN WAR DECEMBER 1917 ONWARDS

This is the term commonly used in post-Soviet Ukraine for the events taking place between 1917–21, nowadays regarded as a war between the Ukrainian People's Republic and the Bolsheviks (Russian SFSR and Ukrainian SSR). After the 1917 October Revolution an expeditionary group was sent in by Lenin. From a Soviet perspective the conflict is depicted as part of the greater Russian Civil War: in Ukraine, this war was fought between the national government and the Russian Bolshevik government. The first two phases occurred in December: December 1917 – April 1918 marked the invasion of Ukraine and in December 1918 there was Civil war in Ukraine, plus a full-scale invasion by the Red Army.

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THE ART OF COARSE

How to build Bastogne without really trying Words and pictures by **Conrad Kinch**

"Man plans and God laughs."

Old Yiddish Proverb

I've had great plans for wargaming this year. One of them was to play a big Stalingrad game. The idea for the Stalingrad game was to play a large eight player game of *Memoir '44* on a twelve foot by four foot board. I settled on this for three reasons.

- ▶ We had only had one big game since COVID and I was hoping to get my merry group of wargamers back into the swing of playing big games again.
- ▶ I wanted to show off the *Memoir '44* multi-player rules off to my pal Tom Egan (he of the *#egandoctrine* and featured in a previous issue of *Miniature Wargames*) who was going to be home from abroad on leave.
- ▶ I've wanted to wargame Stalingrad for about twenty years now and I've never quite managed to give it the presentation it deserved.

A PLETHORA OF PARTICIPANTS

Now as it happened Tom was able to make it and I had enough players for the game, but in some ways I actually had too *much* interest. I had sixteen players want to play, but it did mean that I would actually need to run two games simultaneously to fit everybody in. This would require twice the amount of terrain and figures, but I thought I'd dodge that bullet by doing an Autumn and a Winter scenario, which would allow me to use my snow terrain mats as well.

In the end it turned out that having appropriate figures and terrain was the stumbling block as I couldn't muster enough industrial terrain to cover one board let alone two. That's not to say that I haven't made progress towards that goal, but it's been halting.

With three weeks to go I realised that I just wasn't going to pull it off. I might be able to put together one tables-worth of terrain, but I certainly wouldn't manage

two and I certainly wasn't going to turn away eight wargamers from an event because I didn't have my act together.

ALTERNATIVE APPROACH

So what I needed was a change of plan and quickly. I checked the scenario bank and considered my options. I needed two tables worth of kit and terrain. *Memoir '44* uses a hexed board to adjudicate movement and shooting, which was a limitation. I had two hexed green fields mats, one desert and one urban. Because I was expecting to do a snowy Stalingrad table I had ordered two snow coloured mats from **Tiny Wargaming**. I had previously prepared overlays for my green field mats so that they could be used for beach landings. I used these for a Sword Beach game previously which hadn't been particularly well attended, so I reckoned I could reuse that without



ABOVE: A very pretty game with an identical theme by Warlord Games at Salute 2018.

SEND THREE AND FOURPENCE



much chance of boring the participants. But the question remained, what could I do with a snowboard that didn't require as much kit as Stalingrad?

I settled on a Battle of the Bulge scenario as the obvious choice as I had the Panzers to pull it off, my late war Americans would suit and I would be able to throw in some snow camouflaged US armour that I picked up in an eBay job lot. There was a Bastogne scenario in the scenario bank that suited, but how it is called for a lot of buildings (eleven or so) and a lot of trees (about forty). I wanted a game that looked like Bastogne, it needed to be snowy and cold looking, but not so much that I couldn't actually pull it off in the time allowed.

FIGURES

Firstly, I reviewed the figures that I would need. I had sufficient Americans and Germans for the troops. I also needed a way to distinguish between German armour units and German Elite armoured units. If I had had more time, I would have come up with a better solution, but in the end, we settled on the convention that if it was named after a cat (Panther, Tiger, Royal Tiger) it was an Elite Armour unit and if it wasn't, it was a standard armour unit.

Secondly, I thought about what kind of look I wanted for the table. I had a good noodle around online looking at pictures of the battle. I printed a few out to help me visualise the "big picture" of what I was trying to achieve. Going back to these in the middle of the process helped keep me on track.

Lastly, I had a budget of about a

ABOVE: A look down the author's wintry board just as he was setting up. You can see the hexes on the cloth when you are as close as this but they disappear when you pull back from the table.

RIGHT: The Scenario (West of Bastogne) in full flow. As you can see it is a multi-player game and the players are making full use of the card buildings and the rest of the scenery.

hundred quid for this project. That wasn't counting anything that I had already. A hundred quid seemed a reasonable amount of money for 48 square feet of terrain, but it would also stop me doing anything silly in my drive to save time by spending money.

Looking over what was required, I drafted a plan with the following objectives:

I needed 11 buildings, 40 odd trees, six snow covered hills and a number of markers to show victory point locations. I settled on this priority order.

- ▶ **Trees:** these would have the biggest visual impact on the table, so they were top priority.
- ▶ **Hills**
- ▶ **Buildings (11):** I had some appropriate Second World War buildings which I could dress with salt (see later), so producing bespoke buildings was lower down on the list.
- ▶ **Victory Point Markers:** There are a number of victory point locations in the scenario and I planned to make them with road signs.

TREES

Thinking about the trees, the pictures I'd seen of the Ardennes from the period

showed a mixture of stark bare tree limbs, leafless trees covered with snow and pines. I decided on doing a mix of these.

All the trees were based on MDF bases. As the exact size of the base didn't matter from a game perspective, I used what I had spare in my box of bases and ordered additional kit from **Products for Wargamers**. These bases came in a pack of 10 40mm bases for a quid, but other sizes are available. You could cut them yourself, but time was short and the price was right.

The bases were covered with my usual mix of cheap filler mixed with a few small stones. This was painted a medium brown (**Vallejo English uniform**) and then dry brushed with an off-white. I then added a few patches of green and brown static grass glued in place with **Geek Gaming Scenics** fast drying basing glue.

BARE TREES

My initial plan in the interests of keeping costs down was that I was going to use twigs collected and dried out from my walks with the Kinchlets as the bare trees. I dried a few out in the oven and then discovered a problem. The twigs that I had came in two varieties: there were those that looked great, but were so thin and fragile that they wouldn't take rough handling and then those that were thick enough to take a beating, but so heavy that the base wouldn't keep them upright. The thicker and strong ones would be fine

for short trees, but to get any sort of height something else would need to be used.

After that plan didn't work, I went to my local model railway shop and picked up a bag of **Woodland Scenics Tree Armatures** for €25. These are made out of a light, flexible plastic. They're already brown in colour, so they didn't need paint and they're also extremely hardwearing. Each armature comes with a plug base. I super glued the trees to the plug bases and then the plug base to the MDF base. I based them as normal (see above) and then gave them a very light drybrush of cheap white acrylic paint to

cheap white acrylic in a downward motion onto the tree. By using a lot of paint (possible since it was only €4 per tube), this gave me a thick white coat that looked reasonably like snow).

Once all the trees – both pine and fir – were finished, I sealed them with PVA glue diluted 50/50 with water and sprayed out of an old cleaning bottle. It took them two days to dry, but they're basically bulletproof now.

HILLS

Because *Memoir '44* is a gridded system, the hills have to be cut to shape so that



bring out the grain. I then dabbed some *Modge Podge* on the base to taste and gave the base a dunking in a bowl full of **Woodland Scenics Snow Effect Flock**. For some of the trees, I also gave the branches a few blobs of *Modge Podge* where I thought snow would gather and sprinkled *Snow Flock* there too.

PINE TREES

The pine trees were different: I had a mixture of cheap Chinese fir trees that I had from **Ebay** some years ago and some **Heiki** trees that I got from the model railway shop. These were pretty simple to put together. I hot glued them to MDF bases and based them as normal.

I experimented with brushing *Modge Podge* downwards onto a tree and then sprinkling *Snow Flock* on them from above... but this didn't look right, which I think may be a scale thing. I added snow flock to the base which looked fine, but I got a big flat one inch brush and brushed

they sit in one hex. However, if you *aren't* using a gridded system, there is no reason why you can't shape them as you please.

While I've described making these before, I actually had to make some this month and I approached them a little differently from before. The basic building material was a big black plastic sack of upholstery foam offcuts that I got from an upholsterer for about two quid. I marked out the shapes with marker and then cut them out. I used an electric carving knife, but there's no reason you can't use scissors or a sharp knife. This done, I trimmed and shaped them with the electric carving knife, a soldering iron, a hot wire cutter and a rotary tool. The trick is to leave enough flat surface that the figures can sit on top, but to give the rest of the surface a rough uneven look. Added to this, I superglued a few rocks and small stones.

The next step is to cover the lot in a coat of undiluted PVA. I have a ten litre bottle of the stuff that I've been

working through for the last ten years, but bear in mind you'll use quite a bit. Two other points to bear in mind: this is a messy business so wear an apron and gloves and – secondly – the drying time is *substantial*. Because the foam absorbs the glue it stays wet for *days*, so make sure you have somewhere you can leave them where they won't be bothered by wandering children, animals or spouses.

Once you've done that you're in the home stretch. I used a mixture of spray cans that I had lying around, mostly the end of things that had been used for other projects and were now taking up space in the shed. The trick is to use a mix of colours. I went with a brown base because I had a brown spray, threw in some different greens, a little bit of grey and some tan. The trick is to keep your dark colours in the crevices and make sure that there is a mix of colours and tones. This done, I left them to dry for half an hour and then got out my big brush and the same cheap white acrylic I used on the trees.

I brushed this down from the top nice and thick so that it colour matched the "snow" on the trees. I made sure to keep the coverage spotty so that you could still make out some of the other colours beneath and that's them done.

THINGS I LEARNED DOING THIS AGAIN

I don't remember the drying time being as long last time. *Plan accordingly.*

If you don't have a box of nearly used up spray paint, use cheap acrylics from **The Works** or **Poundland**. Make sure to use a big brush through.

If you are putting "snow" on top of your hills, don't worry too much about getting the greens and browns on top as the white will cover up most of it. Concentrate on the downward slopes.

SALTING THE GROUND

Alternatively, if you don't have time to make custom snowy hills, you can do a quick, albeit messy job by buying about a quid's worth of table salt. Shake this over the top of your hills to give them a wintry look. This will give at best partial cover (unless you're using a *lot* more salt than I do), but it gives the impression of winter. I have added it to some winter setups anyway just to add

SEND THREE AND FOURPENCE

drifts. I have seen wargamers use icing sugar, but I'd be too worried about it melting or attracting ants to try that.

This trick also works with buildings, though it can leave a faint residue and you may have to clean the salt out with a brush afterwards. It also helps if you're playing on a mat rather than a bespoke game board as clean up just involves tipping everything out onto the mat and then gathering it up and pouring it into a container.

BUILDINGS

I needed eleven buildings and had about a week to get them done, this meant that traditional MDF, resin or plastic kits were not an option. I had used some of Peter Dennis's paper buildings for my 1814 Napoleonic game a while ago and had been very impressed with them.

These came from the book *European Buildings: 28mm Paper Models for 18th and 19th Century Wargames* by Florian Richter and Peter Dennis. These are splendid little models, aimed at 28mm figures, but "wargamer scaled" so that they don't look out of place with 1/72 figures. The book itself has about a dozen buildings in it, which can be cut out and assembled in jig time with some *Uhu* and a sharp scissors. It's twenty quid from **Helion** for a physical copy or a tenner for a digital download. I colour photocopied a number of these from the book and assembled them in an evening. I based them on offcuts of mounting board left over from an old picture framing project.

These houses were perfect, but I wanted a little bit more variety and a few more explicitly 20th century buildings (cafe's, filling stations, etc) so I hopped on **Wargames Vault** to have a look at what was available. **Microtactix** do two sets of Second World War era buildings for ten US dollars each. These are scaled for 15mm figures, but as they are a digital download, you can simply print them scaled up to fit. I actually forgot about this and printed them at 1:100, but didn't notice until I'd assembled them. To be honest, they looked fine next to my 1:72 figures, but your mileage may vary.

I got both packs, the buildings pack and the ruins pack. I considered getting them printed on card, but that turned

out to be prohibitively expensive, but I got some slightly heavier than normal paper (110 gsm or 28lb stock for our American cousins). I tried two buildings as a tester, but they seemed flimsy. As an experiment, I glued them to some cereal box card with some *Modge Podge* and they worked fine after that. Both the Dennis/Richter book and the *Microtactix* files come with extensive instructions on how to assemble them, so I won't go into that here.

PAPER BUILDINGS FOR WINTER

Making the buildings look appropriately winter-y (and to be fair, the pictures of Bastogne I've seen look really bloody cold) is a three step process.



If you look at pictures of buildings covered in snow, there's a sort of a thin coating of frost over the whole building and then a covering of snow on the roof. I first started by dabbing *Modge Podge* on the building where I thought it would accumulate and dusted the whole thing with my **Woodland Scenic** *Snow Flock*. This looked a bit peculiar and wasn't very effective. The snow didn't look right on the walls, so a change of tack was needed.

I blue tac'd buildings to a plank of wood and took an old white spray can. I then, from a distance of about 18 inches, directed short sprays at the buildings. The idea was to create a dusting or "frosting" of white paint on the building. Do this very sparingly and maybe practise on a piece of card first if you're not confident. Better to do too little than too much as you can always

go back and add more. Once I got the hang of this, it looked very convincing.

Adding the Flock was the second step and I added *Modge Podge* to the roofs of the buildings, concentrating at the bottoms of the eaves, and then sprinkled Flock from above, so that it stuck to the roofs. This worked reasonably well, but I found that the Flock could be a bit translucent, which looked peculiar. A quick dab of cheap white acrylic on the roof (or wherever I was putting my Flock) acted as a sort of undercoat and made the flock look brighter. You could base the buildings as normal, adding fillers, etc (see *Basing Trees*, *earlier*), but I skipped that in the interests of time. I slathered *Modge Podge* around the bases and dumped them in a container of Flock. I dabbed some *Modge Podge* about half an inch up the walls to help



ABOVE: Another German Big Cat (an Italeri Royal Tiger) takes a hit.

LEFT: A rolling battle of Allied and German armour. Again this shows the Tiny Wargaming hex cloth in close up.

create drifts, which looked rather well.

This is an awkward and messy step, so I took a tea tray, covered it in tinfoil and dumped all my Snow Flock into it. This meant that I could do multiple buildings at a time, which meant that I wasn't waiting for them to dry separately.

ASSEMBLING PAPER BUILDINGS

The Dennis/Richter buildings worked fine on heavy printer paper (110gsm), but the **Microtactix** files needed cereal card backing. I have no idea why. I couldn't get the **Microtactix Ruins** set to look right, the thin walls kept warping and the whole thing was more trouble than it was worth. It might be possible to do this properly, but I ran out of time. **Modge Podge** seems to work a bit better than PVA as it doesn't seem as "wet" which can leave the buildings prone to warping.

I found making the chimney pots a bit of a faff and kept knocking them, which then damaged the building. In the end, after two, I just gave up and didn't add them to save time and make transport easier. No-one seems to have mentioned it yet.

The resulting buildings looked right and took about five hours all told. That's not counting the time spent cutting them

out, but I took a folder and some scissors into work and snipped them out while on a particularly dull series of phone calls.

GAMING MAT

My custom snow covered hex mats from **TinyWargaming** had already arrived, a bit later than expected, but in time for the game. This meant that I didn't have to worry about covering the board. If you don't need a grid for your setup, a white sheet either purchased or nicked from the airing cupboard (perhaps do not go near the memsahib's high thread count Egyptian cotton in the interests of domestic harmony) should do at a pinch. If you've time and have actually purchased a sheet, perhaps a quick over spray with some off whites and light blues could jazz it up a bit, but I've used a plain white sheet for this sort of thing in the past and it's looked fine.

CONCLUSION

The result of all of this messing about it is that I now have a reasonably decent winter set up with some hills, trees and buildings that will do for Western Europe. It was thrown together in a three week period when I had a lot of other things on, including birthdays, a

week long training course, work and so on. It's not perfect and there are things I would probably do differently if I was tackling it again, but it is complete and it provided entertainment to over a dozen eager wargamers. And ultimately, isn't that what it's all about?

PRODUCTS USED

40mm and 50mm MDF bases from

Products for Wargamers

A mix of round and oval bases from **Green Stuff World** (purchased from **GameEire**)

Geek Gaming Scenics

Quick drying basing glue

2mm Static Grass Summer & Dead

Woodland Scenics Snow Effect Flock

Woodland Scenics Plastic Tree Armatures

Heiki Fir Trees (bag of 30)

Cheap white acrylic paint from **The Works**

Cheap hot glue gun from **The Works**.

Microtactix Paper Buildings (from **Wargames Vault**)

European Buildings: 28mm Paper Models for 18th and 19th Century Wargames (**helion.co.uk**)

Standard PVA

Spray Bottle (liberated from the Recycling, it was a **Fabreze** bottle originally). ■

A SCENARIO FAVOURITE



Who burned the bread?

Words and Photos by **Charles S. Grant**

INTRODUCTION

For most war gamers the old days when two armies faced off and simply had at each other is a thing of the past. They have been replaced by scenarios. Put simply a scenario puts two sides against each other with a background context and with tactical objects which will determine who losses and who wins. The sides may be uneven and the objects different for either side. I first saw wargame scenarios, called *Tactical Problems*, in *The War Game Digest* published in the late 50's. Later I used the idea to write *Table Top Teasers* in wargame magazines and then published a number of scenario books. In short, scenarios have been the bread and butter of Grant Wargaming for many years. When it came to writing *A Wargame Retrospective*, I included some pictures of small actions, several of which feature scenarios. One of my favourites is an attack on the bread ovens.

SETTING THE SCENE

One of Napoleon Bonaparte's best-known quotes is "An army marches on its stomach.". This was equally true during other wars. Marlborough's march to the Danube prior to the battle of Blenheim could only have been achieved with the logistic support to feed and provision the army. Frederick the Great went to considerable

ABOVE

The Prussian field bakery with the bakers getting on with their work. The two houses that provided the bricks for the oven can be seen as can the two guard companies. The figures are converted Minden labourers.

lengths to sustain his army. Christopher Duffy in *The Army of Frederick the Great*, provides a detailed description of how bread for the army was provided:

"The soldier (who received his bread free in wartime) carried between three and six day's ration (at 2lb per day) ready-baked in his bread bag. Frederick would have preferred biscuit, which was more compact and longer-lasting, but the soldiers insisted on their bread, and on the rare occasions that biscuit was issued, they mixed it with water and drank the lot like a soup. In 1756, in another unsuccessful experiment, Frederick issued each company with a hand mill (the size of a large coffee-grinder), in the hope that the soldiers would make their own flour from grain they found on the spot. The soldiers used their mills rarely, if at all, and they contrived to lose most of them on campaign in 1757.

A load equivalent to another six day's ration for every man was borne on the company bread wagon. For its further sustenance, the army looked to the four-horse commissariat wagons, each of which carried enough flour to keep a company in bread for nine or ten days. The commissariat wagons travelled in 'columns' of 51 vehicles at a time, six columns providing flour for 30,000 troops as well as transporting oats for the horses.

Every corps was accompanied by a field bakery column, consisting of the superintendant (usually a colonel), his staff of bakers and the material for

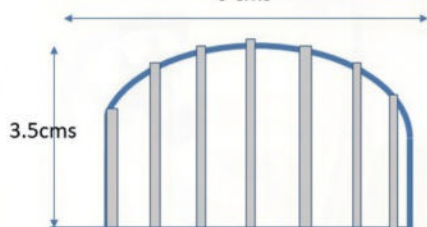


building the ovens. The son of Intendant Wolf Friedrich v. Retzow explained that ‘the Prussian field ovens consist of hoops of wrought iron which are screwed into a broad oval border, also of wrought iron, thus forming the framework of the standard baking oven. The hearth and the spaces between the hoops are built up with bricks, which means that an oven of this design can be constructed with great speed, always assuming that bricks are available where you happen to be. Dohna’s corps was badly inconvenienced in Poland in 1759, for the houses were built of wood and clay and even a brick chimney-breast was a rarity. As for the quality of the ration bread, we have the testimony of one of the royal princesses, who tasted a loaf one day in 1759 and pronounced it ‘excellent’.

A single oven was capable of baking a maximum of five batches of 61b loaves every twenty-four hours. Taking the size of each batch at between 150 and 200, this gave a maximum of 1000 loaves, or 3000 daily rations. Frederick wrote in 1752 that he had assembled the material for 48 ovens, for ‘we did not have enough in the campaign of 1744, which put me in considerable embarrassment’. However, only 37 ovens



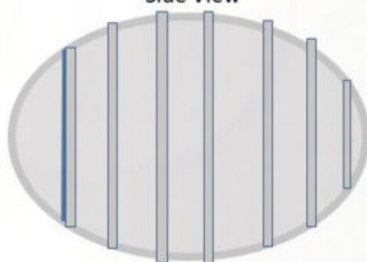
6 cms



Side View



Front View



Plan View

were available for the campaign of 1756, and still less appeared in the latter years of the great war.”

While I have not found a picture of the Prussian bread oven, above is a contemporary illustration of an Austrian wagon with hoops similar to those already described. Based on this illustration, I made a few preliminary drawings and asked my son to see what he could come up with using his 3D printer. The results can be seen in the photographs of the game.

SCENARIO: WHO BURNED THE BREAD?

Before we start, a little setting:

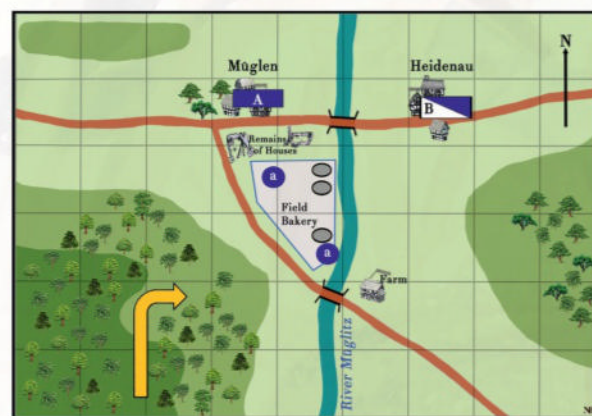
BACKGROUND

The Prussian positions encircling the Saxons on the Pirna Heights are now complete and all the logistic support including the field bakery is at hand. For the Saxons, they continue to seek ways to disrupt the Prussians while they await relief.

TERRAIN

For the terrain, I have made several assumptions. The first is that the oven would be at a village in order to easily “borrow” bricks from the houses. There would be a road through the village and perhaps a circuit around the ovens to allow wagons to unload flour and load bread. Water would be needed, and a stream would therefore be handy. The field bakery might be

WHO BURNED THE BREAD?



part of a larger logistic park but to keep things simple, I will assume it is a separate organisation.

Looking at the old map and comparing it with a modern map, the River Müglitz runs down to the Elbe on the left bank. It is crossed by the Dresden-Pirna road with the village of Heidenau on the east bank and that of Müglen on the west bank. Müglen is sufficiently to the rear of the main position to provide a reasonable distance from the front line but still makes distribution easy. It has the key requirements of water, houses to provide bricks for the ovens and a good road to the front. The River Müglitz at this point is not fordable. The two houses nearest the ovens are shells having had their bricks removed to make the ovens.

A SCENARIO FAVOURITE



AUSTRIAN ORDERS

Situation: The locals have provided information that the Prussians have set up a field bakery behind their lines in a small village near Müglen.

Mission: To destroy or disrupt the Prussian field bakery.

Force: I have experimented with two options for the Austrian forces. One is a cavalry raid and the other light infantry. I settled for the cavalry option.

- ▶ **Option One.** One regiment of Austrian hussars: Nádasdy Hussars (it will help if they can dismount).
- ▶ **Option Two.** Several companies of Croats.

Other factors and limitations: To destroy an oven, a detachment will need to dismount and take one clear move. The hussars are prepared, with several carrying small barrels of gunpowder. Your only route of escape is across the bridge by the farm.

Victory conditions: Cause as much damage as possible and get away. In modern parlance, a hit-and-run operation.

PRUSSIAN ORDERS

Situation: The Prussian field bakery has been established by the village of Müglen.

Mission: To guard the field bakery to ensure efficient supply of bread to the army.

Force: (The letters small **a**, **A** and **B** relate to the map)
At the Field Bakery and Müglen.
Field bakery workers



1 Battalion IR9

a. Sentries and protection party (2 companies)

A. Remaining protection force (3 companies in Müglen)
At Heidenau.

B. 2 squadrons of 8th Dragoons.

Other factors and limitations: The Prussians, both in Müglen and Heidenau are not expecting an attack. When the alarm is sounded, the infantry in Müglen will dice to see how quickly they can deploy. There are 3 companies (one in each of the buildings), and a D3 is thrown for each. A 1 will mean that they form up on the next move, 2 the following move and 3 on the

TOP

As the bakers flee, the guard companies stand firm, but the bakers run into the right-hand guard company, disorganising them.

ABOVE

The dismounted hussars go about their task.

move after. They deploy the move after they form up. The same applies to the two squadrons in Heidenau except that they also take a move to mount.

Victory conditions: To claim victory, you must minimise the damage to the bakery and destroy the raiding party.

UMPIRE CONSIDERATIONS

The Prussians are unaware that the Austrian escape route is across the bridge by the farm. The Prussian field bakery with the bakers getting on with their work. The two houses that provided the bricks for the oven can be seen as can the two guard companies. The figures are converted Minden labourers.

ACTION: HOW DID IT PLAY?

Colonel Philipp Count von Sinzendorf, led his regiment, the Nádasdy Hussars, through the forest track that led towards Müglen on the Dresden Pirna road. Reports from the local inhabitants had confirmed intelligence that the Prussians had set up a field bakery on the outskirts of the village. The Prussians would undoubtedly have a guard force but his intention was to catch them by surprise, hit and run, doing as much damage as possible. As he neared the edge of the forest, he raised his hand to halt the head of the first squadron and let the others behind catch up. He dismounted and with the lead squadron commander, made his way to the edge of the wood.

Looking down towards the village, the scene was much as he had expected. He could see the field bakery and the workers. There were two companies on guard, drilling to occupy their time. Making his way back to his squadron commanders, he gave brief orders. He would lead the first squadron to the left, the second would go the right, the third would secure the bridge by the farm and the fourth would be in reserve. *Time to go.*

Colonel Becker was a veteran of the War of the Austrian Succession. He had lost his left arm at the Battle of Soor and now found himself superintendent of the field bakery (a strange coincidence given his name). He was breakfasting in the village with the



TOP
Bursting out of the wood – the Nádasdy Hussars.

BELOW
Boom! Up – up and away. Job done.

Colonel of IR9 when they heard shots. They rushed out of the house and to their horror, saw the bakers streaming back towards them as a horde of Austrian hussars poured out of the woods and down the hill. Despite the confusion, the two guard companies turned to face the threat.

One company of IR9 were tumbling out of the houses and forming up. As yet, there was no sign of the other two (to determine their readiness, the three companies of IR9 threw a 1, 2 and 3 respectively while the two squadrons of dragoons managed 1 and 3). The company by the village, disorganised by the bakers running through their ranks, managed to get off a ragged volley, but only caused one casualty on the left-hand hussar squadron. The company at the other end of the field bakery had no such distraction and hit several of the oncoming hussars in the right-hand squadron. The volley was too late to slow the charging hussars who hit the Prussian company before they could get off another volley. Despite holding their ground, isolated from any support, they were cut down and routed.

Near the village it was another story. The hussars took another volley, not only from the company but from their fellows in the nearby house who were now firing from every window and doorway. A few brave hussars managed to charge home but the damage had been done and after a brief melee, they were routed.

Over by Heidenau, the first squadron of dragoons was making haste towards the bridge. However, the second squadron, slow to mount, could see a squadron of hussars heading towards the bridge by the farm and decided to ride in that direction.

All was chaos at the field bakery. The routing hussars by the village were given a parting volley for good measure. Colonel Becker had rounded up the panic-





stricken bakers and herded them into a couple of houses for safety. The right-hand hussar squadron was riding down the fleeing guard company and through the scattered tables, tools and loaves came the reserve hussar squadron. They reached the nearest oven and several dismounted. They had come prepared with small barrels of gunpowder. No sophistication was necessary. They simply threw the barrels into the oven, mounted and were away, just, as the oven erupted. They joined the rest of the hussars heading for the bridge by the farm.

The hussars tasked with securing the bridge had dismounted and deployed in the farmyard. A few shots from them were enough to force the squadron of Prussian Dragoons from Heidenau to halt at long range. The first squadron had arrived at the Müglen at the back of the field bakery only to see the explosion and the hussars disappearing towards the far bridge. The Colonel of IR9 had formed up three companies and they were advancing through the bakery – but too late to catch the disappearing hussars.

Colonel von Sinzendorf led his hussars past the farm and away down the road. The last squadron that was in the farm had mounted and was following but now the squadron of Prussian Dragoons saw their chance. As they headed to cut off the hussars, the latter having no choice, wheeled to meet them. The melee was short and sharp. The heavier dragoons, charging downhill, routed the hussars but most survived and quickly outdistanced pursuit to join their comrades.

Back at Müglen, Colonel Becker was ordering his reluctant bakers back to clear up the debris of the attack and the Colonel of IR9 was seeing to his dead and wounded.

TOP
The Nádasdy Hussars make their escape but the last squadron that has been covering them from the farm will not escape a melee with the Prussian dragoons before they get away.

POSTSCRIPT TO THE GAME

On balance this was an Austrian success, destroying one oven and one of the guard companies. It was however, not without cost. The hussars lost almost 30% of their number. The bakers had escaped without loss and despite the loss of an oven and the disruption of bread supply for a day, the Prussians suffered no long-term damage. Overall, the mechanisms for alerting the Prussians worked well and needs no changes. This is a fun and fast-moving scenario with a number of permutations.

COMING UP TO DATE

Coming up to date I have set up the “Who Burned the Bread” scenario to play round about the date of this publication. Having made a few changes, increasing the relative forces, who better to play test it with but my grandson Teddy. Featuring in *The Wargame Retrospective* (reviewed in the previous issue of this very magazine, hence me asking Charles for an article! Ed.) he is the fourth generation of Grant wargamers.

We had a cracking game lasting about two hours on a 6 x 6 table. Teddy was triumphant as the photograph shows with the burning ovens in the left foreground. It would be nice to blame the outcome on Teddy’s remarkable dice throwing but on this occasion his success was due to a very well thought out plan. Of course, there is no need to go to the length of making the bread ovens: an ammunition dump or ration store will serve just as well.

When looking at my favourite scenarios “Who Burned The Bread?” certainly rates among them. ■

DOWNLOAD
THE SCENARIO MAP
tabletopgaming.co.uk/information/downloads





FLYING COLOURS

The Colours show is unfurled for 2023

Words and photos by **The Editor**

Colours – having made quite a splendid return last year after a couple of covid years off – has come back for what seems to be a settled take on a wargames show: one-day only (a Saturday); lots of trade; a floor of games and a bring and buy. If that's what has stayed the same, what has changed?

IN & OUT

The organisers – *Newbury & Reading Wargames Society* – kept most of the good stuff from last year and only dropped a couple of balls. Transport was a bit hit and miss on the day. That obviously wasn't the club's fault that the trains were 'temperamental' (or mostly actually missing) on the day, or that lots of the local roads were shut for road works, but the parking situation was perhaps something that could be addressed and was less than optimal: a barrier that just wouldn't let people in to the facility and no assistance or signage from the

ABOVE

A clash of pikes at Mantina. A *To The Strongest* game by Simon Miller.

RIGHT

Star Trek a Bouyz n da hood game.



club itself. I wasted almost half an hour touring the area trying to find a way to park... But – having finally got past that reluctant obstruction – the parking was at least *free*! Finally – after last year's 'holiday' from entry fees to the show itself – the cost of entry for the public was back to £5 per head. *Still* a good price.



THIS PAGE
A superb 28mm Vietnam skirmish by the Loughton Strike Force. A fine example of all elements: figures, AFVs and local colour. The signage was most evocative.



TRADE

There were well over 60 traders (it was hard to tell exactly) and it's fair to say that – if you wanted to buy something – you could probably get it at *Colours*. Some of the traders ran games (like *Anschluss*, *Peter Pig* and *The Lard Zone*) but most just sold stuff to eager customers and there were quite a lot of them. I left at around 2pm so I didn't have a chance to note the 'post 3pm slide away' that usually happens but it seemed pretty busy while I was there.

GAMES

There were round 20 games plus a *Board Games Cafe* area where previously here had been a competition game area (I heartily approve). What was good and caught my eye amongst the party and demo games?





TOP RIGHT & RIGHT

A Saga samurai skirmish by the Liverpool Wargames.

ABOVE RIGHT

A dense and intense Rapid Fire 20mm game by Don McHugh.

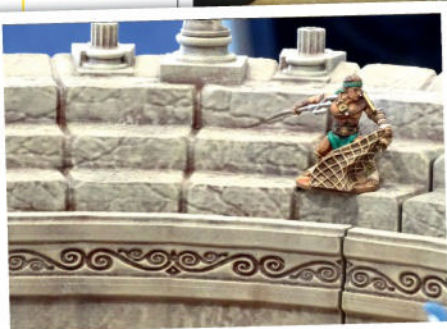
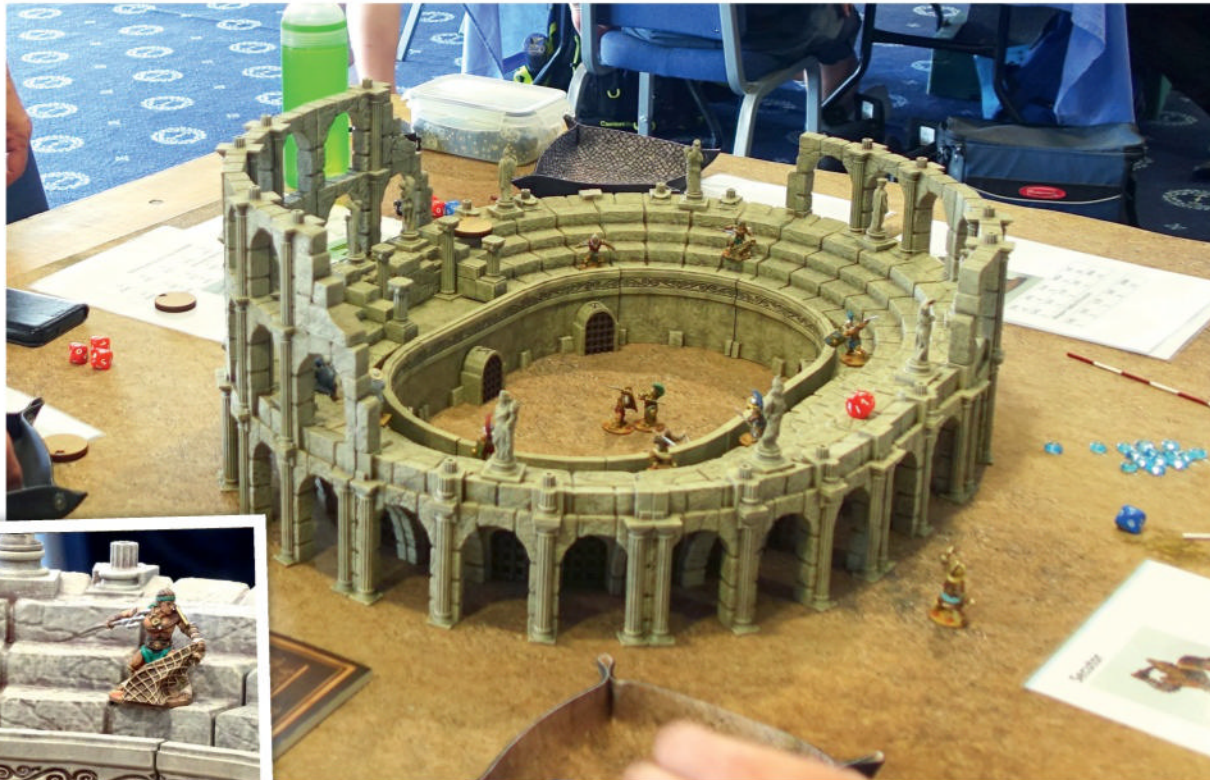
RIGHT

2mm ancients: Cannae using Strength and Honour by the TooFat Lardies.



RIGHT AND BELOW

Gladiator: a full build of an Amphitheatre (though one that has taken a little damage!) by Maidenhead Reapers.



RIGHT

Factory Fight: A WWII 15mm game by Peter Pig but run by Miles and Simon.

BELOW RIGHT

DAK Attack in 20mm by Brendan Wheatley.



Well: there were two different 28mm versions of *Mantineia 362BC* and that's... *unusual*! One was by the *Wargames Association of Reading* (using *De Bellis Magistrorum Militum*) and one was by *Simon Miller* (using his *To The Strongest* rules). While we are on different approaches to Ancients, at the other end of the scale (literally) the **Lardies** were hosting a 2mm *Cannae* game using superb scenery and their *Strength & Honour* system with masses of troops. **Peter Pig** (and hosted by a duo called *Miles and Simon*) ran a pretty 15mm WWII game called *Factory Fight* using their *PBI* system. There was also an excellent pair of Samurai games but the one by the *Liverpool Wargamers* with a huge scratch built castle was just *excellent*. A few honourable mentions might go a *Star Trek* game by *Southbourne Tabletop & Boardgamers* and *Wessex Wyverns*; a duo of very nice Napoleonic 15mm games (*Leipzig* and a *General d'Armee*); a

great gladiatorial game with a full arena (by *The Maidenhead Reapers*) and a *Song of Ice and Fire* game by the *SL Warlords*.

However, my 'prettiest game' award would go to a 28mm Vietnam effort. There were two games set in The 'Nam but the one by the *Loughton Strike Force* in 28mm had a street scene with some of the best street signage I've ever seen, plus figures, civilian cars and AFVs: it was *superb*.

CONCLUSIONS

It was a good show which I enjoyed. Another thing that the host club couldn't control was a little difficult: it was a blazing day and was very hot in the show which is (of course) decked out with full glass windows, what with it being a race stand in 'real life'. The show was well 'zoned' over three floors with almost all of the games on the top floor. The lifts worked and there was refreshments available and seating outside to cool down. I'm looking forward to next year! ■



tabletop GAMING

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DEFENSE

RULE BOOKS & FIGURES



THE BRITISH ARE COMING

► wargamesatlantic.com
► £25

Wargames Atlantic continue with their determined effort to find parts of the wargaming figure world that few others have explored. Their latest release is hard plastic *WWI British Infantry* and what a splendid boxed set they are too.

Twenty five quid buys you 30 figures spread over six sprues each with five bodies. All bar one are in a standing or advancing pose and one is dropped to a knee. I lost count of the number of head options (all of which are separate) but there's enough to give every figure either a helmet, a soft cap or a gasmasked head.

They all come with an assortment of weapons and packs. All can have SMLEs (with bayonets fitted, as one might expect) however there's also a smattering of other weapons: Webley pistols, Lewis guns, grenades, and trench clubs plus a bottle.

Because of the desire to get the most from the kit they were issued, British

troops of the period can be used in many theatres of WWI from the western front to Palestine and more and – for that matter – the uniforms will certainly do duty right up until the outbreak of WWII.

Detail is fine and excellently rendered – right down to satchel straps – and the figures, when assembled, are spot on 28mm. It is particularly impressive how the manufacturer has achieved so many variations with just five torsos: they have even gone to the trouble of making the gasmasked helmeted heads all *different* (the pipes all lay at different angles in a realistic way). The rifles are the same with the straps hanging at different angles for some variety.

There are a selection of left and right arms, some empty and some holding weapons so – all in all – an excellent set of figures for anyone contemplating a WWI game that doesn't want to use 20mm plastics or metal figures. For a big game – although £25 is already a good price – **Wargames Atlantic** offer discounts for multiple purchases.

Highly Recommended.





HIGH ELVES

► Greygreen Customs Painting Service

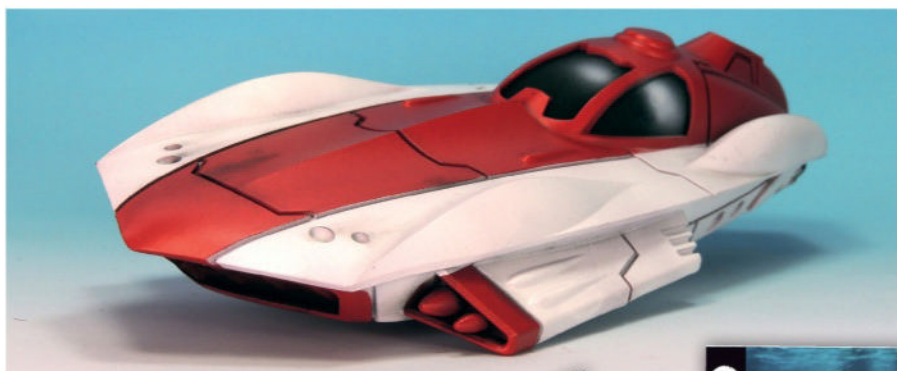
► £3 – £6

3D printing is all very well – and very much the ‘latest thing’ – unless you don’t own a 3D printer, of course. There are companies that offer a printing service for the gamer (avoiding the cost, smell and learning curve of your own system) and one such is facilitated by Graham Green: a prodigious painter that has written several articles for this magazine including some covering his specialist subject which is ‘book accurate’ interpretations of the works of Tolkien (as he sees them).

Aside from offering a printing service for STL files you may already own he also sells prints of ‘High Elves’, and mannish horselords (of the blonde variety). The models are redesigned **Reconquer** designs figures (for which he has both a licence and permission). They have been adjusted and resculpted at the *file stage* and are all completely unique. They are 3D printed using high definition machines and high quality resin giving them superb detail and a strong and resilient finish. I can attest to the strength and flexibility of the resin with items such as horse reigns still perfectly rendered.

The range is approximately 50 foot figures and 50 mounted figures (all individuals) and some are designed to work as ‘units’ for building shield walls and similar. Prices are £3 per foot figure and £6 per mounted and they come ‘de-sprued’ and clean.

As an extra bonus Mr Green also offers the original *Spanish Reconquista* range printed to order. He can be found via **facebook** at *greygreen customs painting service*. **Recommended**, especially for Tolkien fans.



ANYTHING CAN HAPPEN

► crooked-dice.co.uk

► £20

Crooked Dice have produced a ‘feature pack’ for their **7TV** Spy-Fi game system. Packaged in a recycled (I assume) VHS box it’s called *Manta Ray 5* and it features the TV adventures of an undersea submarine and its heroic crew fighting the terror of aquaphibians and other undersea races.

Designed to complement a range of 28mm figures which they have also released (both humans and their opponents the dreaded undersea bipeds) there are also a couple of resin vehicles to accompany them, specifically a fast looking submarine and a mechanical fish. Which is suitably terrifying!

The A6 feature book is excellently produced and is around 60 pages long. It contains three episodes: *Mission to Marinus*; *the Enemy Within*; and *Triangle of Terror*. Also in the box are three sets of cards: there’s *Props* (with all sorts of gizmos); there’s a deck of character cards that also cover some of the vehicles that a player might interact with but also includes the intrepid Sub Commander Tom Trident and his chief Commodore Coast (complete with hover wheelchair)



amongst others. The final deck of smaller cards handle the script which are sort of ‘action’ cards to be inserted into play as plot points. Finally there’s a spiffing A3, double sided blue print of both the Manta Ray Sub and the mechanical fish which is very nice, especially if you haven’t watched the original TV show for a while (not a problem for *me...*).

For those who play the **7TV** system this will make an interesting change from sub-Bond and *The Prisoner* themed games and for those who might be a fan of (perhaps) Gerry Anderson’s *Stingray* TV series this might be an interesting avenue to explore. It’s helped, of course, by those metal figures to support the range that **Crooked Dice** make.

So: all hail the World Aquanought Security Patrol! **Highly Recommended**.





3D HORROR

▶ tp3d.co.uk
 ▶ £20

This review is a conglomeration of both 3D printing and my love of Gerry Anderson (and other IP's but... we'll get onto that). **Twisted Pinnacle 3D** offer – as the name suggests – a 3d printing service and finished models for tabletop wargaming. It's reasonable to say that a fair amount of what they offer sails (let's say) quite close to a select range of intellectual properties: they have *Space Cybernetic Tin Men* (with handles on their helmets); *Space Pepper Pot Machines* (including a *Special Weapons* version and a space ship to land them onto earth...) and lots more beside. Just join the dots! I mean where else are you going to get a range of original *Battlestar Cylons*? (or figures that look a lot like them anyway) or – much more importantly – a set of *Pippin Fort Soldiers from Camberwick Green*... Well look no further.

Bearing in mind the review of the **Crooked Dice** *Manta 5* feature set (on the previous page), one 3d print that stuck out was the *Horror Fish*. When I helped build the 15mm version of *Stingray* that we ran at shows, one of the most difficult things to achieve was the opponents: Titan's Mechanical Terror Fish. Printed out in one piece of solid grey resin at 150mm long, the **TP3D** *Horror Fish* is a perfect replica and even has a bevy of missiles located in the open mouth ready to shoot at Troy Tempest (or Tom Trident: your undersea mileage may vary...).

It's a good model that requires no clean up, has lots of detail to dry brush and will take paint very well. What could possibly go wrong in the next half hour!

TRENCH OFFENSIVE

▶ pandyman.co.uk
 ▶ £4 – £105

I bumped into Paul Howells at a couple of wargames shows recently. Paul is the main man behind **Pandyman Entertainment** and he's written a couple of games for sale and one – in particular – really caught my eye at shows. *Trench Offensive* is a small tabletop game with some excellent scenery and – as the name implies – is all about Trench raiding actions in the Great War.



Although – with the latest **Wargames Atlantic** release – it's a great time to be buying WWI figures in 28mm, the entry level of what Paul is offering are some superb resin character figures. Starting at £4 each or £18 for five Highlanders in kilts these are very nice models that will reward careful painting.

The next level of 'buy in' is a starter pack which is what was supplied to us for review. For £50 you get a starter set with enough for two players. It includes a very nicely produced A5 rulebook; three German miniatures (three bodies and four heads); three British miniatures (again with three bodies and four heads); plus some dice and a two-part Tabletop Playing Surface (printed map) which I will admit I *didn't* get as Paul had run out at the show, but it



means you don't have to build loads of scenery to try the game out. The basic rule book contains eight different raids (scenarios) plus some blast templates and the game comes supplied with a measuring widge.

If you buy the "I'm all in" set you get all of that plus a *British Indian Force Starter Set*; an *Ottoman Empire Force Starter Set*; a *Scottish Force Starter Set*; a *Winston Churchill* miniature plus *Force Books* for the British Indian and Ottoman Empire and a *Truce Football Supplement Mission*.

I like the way this game has been produced: there's even a glossary of unfamiliar terms at the rear of the rulebook for the 'historically challenged' (which I found quite useful!).

I hope to have a short scenario from **Pandyman Entertainment** in a forthcoming issue for readers to try out.



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COMMAND DECISION

BEYOND GATE PASS

A fantasy campaign

Words and pictures by **Jon Sutherland**

Figures from the collection of **Nigel Gross**

This is a little different for *Command Decision*: it is a whole campaign set in a fantasy world. Don't be put off by the setting; it can easily be adapted for historical gaming.

SITUATION REPORT

Trebizon is a filthy place. For generations it has relied on the freshwater fish from the lake. Now the lake and its fish, and therefore Trebizon itself, is on the verge of disaster. Seeping out of the stinking dead desert of Dorn, passing under the mountains and into the lake, a putrid pollution threatens Trebizon's very existence.

ABOVE

Dorn's undead cavalry and hunting dogs.

RIGHT

Dorn's Demon-in-Chief.



Some say, to the east, beyond the desolation, lays Lastholm, a tower surrounded by healing waters so powerful that vast swathes of the desert have been reclaimed. It is said that no more than a barrel or two of the healing waters would return Trebizon's lake to its former purity. Lastholm was once a human settlement cut off decades ago and now populated by a mutant species. Who knows if they are friend or foe? Who knows if they could or would help?

ROLE & OBJECTIVES

You are Franck, a warrior lord accustomed to fighting the heathens and abominations of the Old Folk on the borders to the east. A rare communication from the Chief Prelate, head of your religious order and spiritual leader of your people, has prevailed on you to raise a modest force and assemble at the rearward tower in Gate Pass for a personal audience.

The Chief Prelate's advisors have dogged your progress, cutting back on what you felt was necessary spending on supplies, and reducing costs by insisting on hiring short-term mercenaries on success-orientated contracts, not to mention embedding one of their own in each and every company of soldiers to ensure correct procedures, observances and naming is maintained. Rumour has it you are destined for the Dorn Desert but beyond that the objectives are unclear. The only certainty is you will jettison any unproductive mouths a few days beyond the Gate Pass. It will be amusing to see how many survive to whisper into the ear of Chief Prelate about your misdemeanours.

"I need not remind you of the miraculous healing powers of Lastholm," the Chief Prelate begins. "I do not question your military skills, yet aside the power of beast that now rules Dorn, it is a rather more delicate matter that requires your sword."

He leans forward and pushes his goblet of wine aside fixing you with his eyes. You return the stare.

"The abominable half-human Godless freaks of Lastholm must be eliminated. Their existence is sacrilege. Take their tower. Slaughter them and bring me their scriptures. Bring me healing water so I may make Trebizon thrive once more."

GAMING THE CAMPAIGN

The last thing that Franck wants is to get into is a major engagement with Dorn's Legions of the Dead, but inevitably he is going to run into one of their patrols. Franck's main objective is to march to Lastholm and fulfil the Chief Prelates mission.

You can either determine Franck's real objectives or roll on the following table (which commits you to this course of action!):

FRANCK'S D6 ROLL	FRANCK'S REAL OBJECTIVES
1	Follow the Chief Prelate's orders and be hostile to Lastholm
2	Follow the Chief Prelate's orders and be hostile to Lastholm and kill a Demon (and bring back its head)
3	Attack and loot Lastholm and sell the healing waters and scriptures to the highest bidder
4	Make peace with Lastholm and offer your sword to help them overthrow the Chief Prelate
5	Attack and sack Dorn
6	Raid Gabriel's Folly, seize the treasures it contains.

BELOW

"It's behind you!" Some of the Chief Prelate's acolytes and pilgrims about to provide a welcome dinner.





RIGHT
One of the many demons that have made Dorn their home!

BELOW RIGHT
A pair of Lastholm's winged scouts.

In terms of map movement and distances, use the following as a guide:

DISTANCE FROM AND TO	NUMBER OF DAYS MARCH
Gate Pass to track leading to Lastholm on Dorn Road	4
Lastholm track junction to Dorn	5
Lastholm track junction to Lastholm	6
Dorn to Lastholm	3
Dorn to Gabriel's Folly	2
Gate pass junction to forward towers	1
Forward towers to each other or to rear tower	1
Rear tower to Trebizon	2



ACTIVITIES ON THE MARCH

The following table outlines the action and the reaction to choices made on the march by Franck.

ACTION/REACTION TABLE		
ACTION	REACTION	CONSEQUENCES
Each day the Chief Prelate's spies are in your camp	Roll 1d6 per unit. If a 1-3 is thrown then you lose control over the unit until the spies are killed	All affected units will immediately attempt to close to charge either Dorn or Lastholm forces
Kill or abandon the Chief Prelate's Spies	Roll 1d6. If a 1-2 is scored, your mercenary captains demand you loot Gabriel's Folly before attacking Lastholm; 3-4 Unknown spy attempts to assassinate you; 5-6 no impact march on	You must make for Gabriel's Folly using the most direct route from your position. Assassination, roll 1d6 if a 1 is rolled you are killed (start the campaign again); if a 2 you are wounded and must stop your march for 2 days. 3 or more you cut the assassin down.
Move to within 2 days march of Dorn	More Dorn activity than usual. If a Dorn encounter is made roll to see if extra troops are with the force encountered	Roll 1d6. If a 1-2 is thrown, there is double the number of troops; if a 3-4 is thrown then add 2 more units and if 5-6 is thrown add one extra.
Move to with 2 days march of Lastholm	Lastholm aerial scouts are active, you must choose to hide or stay in the open.	Hide: roll 1d6; if a 1-2 is scored you are spotted (count as being in the open); if a 3-4 is thrown, the next encounter is a winged attack; if a 5-6 is thrown you are not spotted. If in the open, then roll 1d6; if 1-3 is thrown the next encounter will be with the Lastholm Defence Force; if a 4-6 is thrown then there is an immediate aerial attack on your troops.
Lose an engagement against Dorn	Roll a d6 to determine what has happened to your forces. Roll 1d6; if a 1-2 is thrown your forces are scattered and 2 units lost; 3-4 means your force is severely disordered and you lose one unit; 5-6 all units fall back to arranged muster point	Scattered and two units lost: roll a d6 for each unit, if a 1 is thrown that unit is lost, continue until two units have been lost Disordered and one unit lost: as above Fall back to muster point: whole force resembles one day's march to the rear
Lose an engagement against Lastholm	Roll a d6 to determine what has happened to your forces. Roll 1d6; if a 1-2 is thrown your forces are scattered and 2 units desert to join Lastholm; 3-4 means your force is severely disordered and one unit deserts; 5-6 all units fall back to arranged muster point	Scattered and two units lost: roll a d6 for each unit, if a 1 is thrown that unit is lost, continue until two units have been lost Disordered and one unit lost: as above Fall back to muster point: whole force resembles one day's march to the rear
Enter Gabriel's Folly	Gabriel's Folly is not what it is rumoured to be, it is not a deep mine containing untold riches that are somehow cursed.	Gabriel's Folly is a processing plant. Slavers bring captives to the place where they are killed and re-animated as warriors for Dorn and here Demons. Franck's forces are immediately attacked by a Fresh Dorn Raiding Force
Enter Dorn	The ancient capital seems abandoned. Roll 1d6; if a 1-2 is thrown attacked by Fresh Dorn Raiding Force led by a major Demon; if a 3-4 is thrown then the attack is by a Depleted Raiding Force and if a 5-6 is thrown then the capital is indeed empty.	The attack takes place in ruins, Franck may deploy his troops in any formation in the centre of the table and the Dorn force may choose to attack from any two directions.

IN THE DESERT

For each day's march, roll 1d6. If a 1-3 is scored then refer to the table below for the encounter. If a 4-6 is thrown there is no encounter and the next turn can be taken.

DORN DESERT ENCOUNTER & REACTION TABLE			
D10 ROLL (0-9)	FORCE ENCOUNTERED	DESCRIPTION	REACTION
0	Fresh Dorn Raiding Force	This is led by a Demon and has eight units from the Dorn force list	Immediate deployment and attack
1	Depleted Dorn Raiding Force	This is led by a Dorn Warrior Lord and has five units from the Dorn force list	Immediate deployment and attack
2	Dorn Demon and Bodyguard	This is a Demon and one mounted unit from the Dorn force list	Move to defensive position to resist. A Large Dorn Patrol will enter as reinforcements on turn 5
3	Large Dorn Patrol	This is led by a Dorn Warrior Minor Chief and has four units from the Dorn force list	Immediate deployment and attack
4	Small Dorn Patrol	This is led by a Dorn Warrior Minor Chief and has two units from the Dorn force list	Move to defensive position to resist. A Large Dorn Patrol will enter as reinforcements on turn 4
5	Mounted Dorn Scouts	This is led by a Dorn Warrior Minor Chief and has one unit from the Dorn force list	Force will halt, messenger will bring a Depleted Raiding Force as reinforcements on turn 3
6	Foot Dorn Scouts	This is led by a Dorn Warrior Minor Chief and has one unit from the Dorn force list	Force will halt, messenger will bring a Depleted Raiding Force as reinforcements on turn 5
7	Caravan Train & Bodyguards	This is led by Mercenary Captain and has two units from the Non-Aligned force list	Roll d6: 1-2 Immediate deployment and attack; 3-4 Moves to defensive position to resist; 5-6 Joins forces with Franck
8	Dorn Slavers & Captives	This is led by Mercenary Captain and has three units from the Non-Aligned force list	Move to defensive position to resist. A Large Dorn Patrol will enter as reinforcements on turn 4
9	Lastholm Armed Pilgrims	This is led by Mercenary Captain and has four units from the Non-Aligned force list	Roll d6: 1-3 Immediate deployment and attack; 4-5 Moves to defensive position to resist; 6 Joins forces with Franck

LASTHOLM

The Lastholm forces will always confront hostile forces in the oasis area around the lake rather than risk polluting the lake or damage to the tower. You must roll for an encounter as soon as you attempt to enter the oasis around the lake.



COMMAND DECISION

LASTHOLM ENCOUNTER & REACTION TABLE			
D10 ROLL (0-9)	FORCE ENCOUNTERED	DESCRIPTION	REACTION
0-2	Defence Force	The whole Lastholm army blocks your path	Roll 1d6: if a 1-4 is thrown then they will attack Franck's forces; a 5-6 they will offer healing water if Franck retreats to the edge of the oasis
3-4	Scouting Force	A small force of Lastholm troops appears on the table edge and awaits developments	If Franck advances, the Scouting Force will be reinforced by the Defence Force (see above). If Franck holds and rides forward to speak to them Lastholm will send an Emissary (see below)
5-7	Winged Attack	A surprise Winged Attack is launched against Franck's army	Franck deploys his army. Roll 1 d6 to determine where the attack begins: 1-4 against the leading centre unit, 5 against the unit on the far left of the line and 6 against the far right. The attack continues until the Lastholm force has either been destroyed or routed.
8-9	Emissary	An emissary rides forward to negotiate as the Lastholm Defence Force forms up on the table edge.	Throw 1d6. If a 1-2 is thrown they demand you withdraw or they will attack. If 3-4 is thrown they offer you healing water and if 5-6 is thrown they offer a truce to attack and destroy Dorn and then who knows what?



ABOVE
Franck and his best knights formed up.

BELOW
Skeleton warriors.

SUGGESTED ARMIES

Rather than offer you strict army lists, this is the sort of game that can be played with almost whatever you have (historical *or* fantasy). Personally, I see Franck's forces as being High Medieval (think *Perry War of the Roses*) with a hint of devote religion thrown in. Lastholm are winged angels and faerie folk (possibly a bit Elven) and Dorn are classic slavers/skeleton evil hordes led by demons and other powerful magical types.

FRANCK'S ARMY	LASTHOLM
One or two units of heavily armoured cavalry A unit of lighter horse Three or four units of armoured foot A unit of archers A unit of crossbowmen Franck + one or two other decent commanders	Two or three small winged units Three units of spearmen Two units of archers A decent magic user or two
DORN	UNALIGNED
Half a dozen units of undead (can be mounted) Two or three units of light horse Half a dozen units of lightly armed warriors (mix of bow and spear) One decent heavy cavalry unit Three or four minor demon magic users A decent evil magic user Three or four warrior leaders	Spear armed infantry Small mounted retinue Crossbowmen Light horse Poorly armed civilians

RULES

My preferred set are the now ancient (and difficult to find) *Reaper*. This type of campaign lends itself to the older types of fantasy wargaming rules suitable for rules covering Middle Earth or earlier versions of *Warhammer*. Some recent rules are a bit too 'magnolia' for me: the best of the bunch is probably *Oathmark*. You could use *Kings of War* or *Warlords of Erewhon*

(which is a bit like *Bolt Action* with skeletons).

Warmaster and *Hordes of the Things* are ideal if you are thinking of running something like this in a scale smaller than 28mm.

HISTORICAL ALTERNATIVES

Essentially this is a deep penetrating raid into enemy territory. It is the sort of raid that the LRDG launched in the desert in WWII: they traversed lightly guarded deserts to attack and destroy vital petrol dumps or wreck aircraft on their airfields. Encounters that simulate feints or spoiling attacks whilst the main effort is delivered elsewhere can be a real challenge to play out on the battlefield with our "all seeing eyes".

Hit and run tactics are common across many theatres and periods of warfare. Operating behind enemy lines was a key tactic used by the NVA and the Americans in Vietnam. My inspiration for this kind of campaign comes from the North West Frontier where forces were often sent through difficult (and hostile) areas to exact punishment on a tribe only to find themselves fighting for their lives the whole way there and the whole way back!

BEYOND GATE PASS POSTSCRIPT

Franck may have carried out his orders or perhaps he returned with the knowledge and support of Lastholm and overthrew the theocracy that has stifled his people for generations. Maybe one day we'll return to his world and see what has become of him. ■

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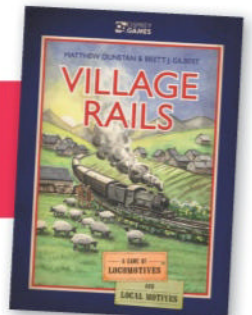
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PROSPERO'S ISLAND

The second adventure
for Tales of Derring Do

Words by **Chris Swan**

Photos by **Kevin Dallimore**



This scenario – following on from last month’s first gripping instalment! – is based on the recent rule set released by Chris. In last issue’s episode our heroes encountered a Sinister Count in Venice and fought him for the ownership of a diary and a chart leading to a horde of treasure hidden on an island somewhere in the Adriatic Sea.. Gangsters are by Kevin Dallimore... Ed.

THE ISLAND

A realm of cloud-capp’d towers, gorgeous palaces, and solemn temples... This second part of the adventure takes place on what both parties are now calling Prospero’s Island and will lead to the climax of the adventure.

The Island is very rocky and is over grown with dense undergrowth and low trees, some of which have been twisted into bizarre shapes due to the many geothermic vents which occasionally spout boiling hot water and release steam. This means that sometimes visibility may become very limited. The island also has many small birds, reptiles and insects but the most dangerous are troops of Barbary Apes who are very territorial and might attack the parties (their antics and howls were the sources of the tales about the isle having spirits on it!)

In the centre of the island is a large rocky crag which the diary names ‘Prospero’s Castle’. In reality it is not a man-made structure but the result of seismic activity many centuries before and beneath it is a huge cavern in which the noble scholar and his daughter once lived.



THE SET UP

Use a 4’ by 4’ table. This is sub divided into a grid, 3 by 3 giving 9 areas each 16 inches by 16 inches. The central area holds ‘Prospero’s Castle’. The two parties will set up in one of the outer areas and make their way to the central area where they must search for an entrance into the caves. There are numerous such entrances and so it does not matter which face of the central area they search, simply that their search must be successful in order to gain entrance into the cavern beneath the crag.

Moreover, the party will only discover the terrain in the area when they are placed in it and begin to explore it more fully.

WHERE TO START?

The two parties will set up on the island based on the outcome of *Episode 1* of the Adventure.

- ▶ If the Adventurers won then they set off for the island with the Count in pursuit. This means that the Adventurers can choose in which section to set up and may reroll their dice for the first terrain they encounter (See *Special Rules*).

If the Count won and got away with the diary then locals who overheard the Count’s plans have come forward, for a price, and the Adventurers then set off in pursuit of the Count. This means that the Count’s side can choose in which area to set up and may reroll their dice for the first terrain they encounter is open ground (again, see *Special Rules*). In addition, if he captured the Heiress and she is able to be part of this episode then he has taken her with him as a hostage.

Whichever side lost rolls 1D10 and if they score a 1 the other side chooses where the losers landed; on a score of 10 the losers can choose where to set up but cannot set up in the same area as the winners, otherwise the dice score shows in which area they arrived and roll for the terrain they encounter.

Note: If the losing side rolls and lands at the same point as the winners then they roll a dice and on an odd number their actual landing zone is move one area to the left or on an even number, one area to the right.

- ▶ If neither side achieved their objectives in *Episode 1* then both sides will have to roll to determine randomly where they arrived and roll for the terrain they encounter and if they both arrive in the same area then each rolls again as above.

OBJECTIVES

- ▶ The Sinister Count needs to get away from the island with as much treasure as possible.
- ▶ If he captured the Heiress in episode 1 then he also wants to take her away with him either as a hostage or to further his nefarious plans.
- ▶ The Adventurers need to thwart the Count, get the treasure and, rescue the Heiress if the Count has taken her prisoner.

SPECIAL RULES

Exploring the Island - And all the devils are here

Each phase a party spends in one of the areas outside of the central area they must roll 1D10 or 1D6 to see what type of terrain they encounter and whether anything else happens.

LEFT

Let 'em have it! - the locals join in the action with some 'Chicago typewriters'.

PROSPERO'S SECRET



FAR LEFT

A local decides to take a hand.

LEFT

Your times up – hand over the loot or face the consequences!

REASON FOR TEST - D10	1	2 TO 4	5 TO 9	10
REASON FOR TEST - D6	1	2 OR 3	4 OR 5	6
What's the area like?	<p>Very Rocky This area is covered in rocks, mud pools and broken ground. All movement counts as in Bad Going.</p> <p>It is also subject to geothermal activity Roll 1D10</p> <p>Score 1 Geyser Irruption! One of the party is caught in boiling water and automatically takes 1 hit – randomly determine who was hit and roll as per normal on the effects of hit table but with their DV lowered by 1</p> <p>Score 2 to 4 Steam Vent! The visibility in the area is reduced to 12 paces – trying to see anything beyond this requires an observation roll.</p>	<p>Dense Undergrowth This area is covered in dense undergrowth and stunted trees. All movement counts as in Bad Going.</p> <p>It is also home to a troop of Apes Roll 1D10</p> <p>Score 1 – Ape Swarm One of the party is swarmed by the Apes and automatically takes 1 hit before the apes disappear – randomly determine who was hit and roll as per normal on the effects of hit table</p> <p>Score 2 to 4 Ape Attack! The Apes throw rocks, stones and branches at the party; Roll 1D10 for the attack and if it succeeds (5+) then randomly determine who was hit and roll as per normal on the effects of hit table</p>	<p>Open Ground! This area is covered in low growing plants and grasses. All movement counts as in Good Going</p>	<p>Easy Going! This area is covered in grasses. All movement counts as in Good Going and each character gains an extra 2 paces when moving on this turn</p>

Searching for an Entrance

Once they reach the central area the characters may begin searching for an entrance into the 'castle'. There are numerous entrances into the cavern but it takes a character one uninterrupted turn to search for one. When they reach one of the faces of the crag they roll their Action dice to see what they can find. The Explorer may reroll their dice but must keep the second outcome.

REASON FOR TEST - D10	1	2 TO 4	5 TO 9	10
REASON FOR TEST - D6	1	2 OR 3	4 OR 5	6
Searching for an Entrance	<p>Oops! Trigger a rock fall Make a reaction roll – if the character succeeds they avoid injury If the character fails they take a hit from falling rocks – test for injury on the effects of hits chart</p> <p>The character must now move away! If still able to do so (and search elsewhere</p>	<p>No Luck So Far! Fail to locate an entrance but may test again next turn</p>	<p>What's This? Locate an entrance but cannot pass through it until next turn</p>	<p>Got One! Locate an entrance and can pass through it this turn</p>

The Cavern

Beneath the crag is a huge cavern roughly 12 paces by 12 paces in size which is lit via various holes through its ceiling which were the result of earlier volcanic activity. The cavern is basically a large flat space but with rock formations and a pool of drinking water in it. (Players can set this up as they wish but ensure there is some cover for characters to use in the climactic battle which is going to take place once both parties are inside it.)

Danger – Watch Out Below

Parts of the roof of the cavern are unstable and the Cavern counts as 'Dangerous Surroundings': If: Either a grenade or explosive is used in it (The players may have decided that they brought some with them for this episode) *or* if a character inside the cavern shoots and misses (2-4), roll 1D10 (or 1D6 depending on the system being used). If a 1 is rolled then the missed shot or explosion hit an unstable area in the roof.

Alternatively, if a character shoots and rolls a 1 when attempting to hit then this automatically hit an unstable area in the roof.

If an unstable part of the roof is hit then each character in the cavern rolls their Action Dice – if any character rolls a 1 then that character automatically takes a hit from falling rocks – test for injury on the effects of his chart. *Note: this means that more than one character may be hit by falling rocks at any one time.*

The Prize

An alcove in the cavern is filled with golden artefacts, many of which are jewelled. To spot the alcove a character



LEFT
A Gumshoe
pondering the
clues.

RIGHT
One of the
Count's thugs
gets carried
away with a
little two handed
retribution.



must pass an Observation Test needing 5+ to succeed – if they roll a 10 they may also test to perform another action in the same turn (4+ on a D6 or 6 on a D6).

If either the Adventurer, The Explorer or the Count takes 1 uninterrupted turn to examine any of them they will realise they have found a horde of Mycenaean treasure which was left as a votive offerings when the Mycenaean thought the island was one of the entrances to the Underworld. The Old scholar did not have the ability to turn base metal into gold but he did have the ability to gather up and horde all the treasure he found on the island!

LOOT

Players will want one or more of their characters to take some of the treasure and the following rules apply:

- ▶ It takes a character 1 uninterrupted turn to fill a knapsack with treasure.
- ▶ A character can carry one knapsack full of treasure on their back without penalty and be able to use both hands.
- ▶ A character can carry one knapsack one handed without penalty and still be able to use the other hand.
- ▶ A character can carry one knapsack full of treasure on their back and another in their hands but they will count as lumbering and they will not be able to use either hand for another action

Earthquakes

All that geothermal energy comes from *somewhere...* In fact, the island is subject to seismic activity and an earthquake is now due. After 6 complete phases roll 1D10 or 1D6 to determine how much time remains before the quake hits and the parties need to leave the island.

RIGHT
The Count decides to take direct action.

CENTRE RIGHT
One of the Count's thugs takes aim.

FAR RIGHT
Captain Hunter stands his ground.

REASON FOR TEST - D10	1	2 TO 4	5 TO 9	10
REASON FOR TEST - D6	1	2 OR 3	4 OR 5	6
Possible Earthquake	Earthquake! All characters must roll their Action Dice and if any score a 1 they fall over due to the severity of the shaking. If in the Cavern also roll to see if anyone is hit by falling rocks from the unstable ceiling! Both parties must try and flee on this phase	Severe Tremors! All characters must roll their Action Dice and if any score a 1 they fall over due to the severity of the shaking. Both parties now have one more phase before the earthquake hits and they must flee	Tremors! Both parties have two more phases before the earthquake hits and they must flee	Minor Tremors! Both parties have three more phases before the earthquake hits and they must flee

Note: The earthquake will collapse large parts of the cavern's ceiling and drop rocks across the exits effectively sealing the cavern. Thus, as soon as the Earthquake hits both parties have 1 phase left to flee and they should try and take any injured characters with them or leave them behind to face certain death!

ALTERNATIVE SETTINGS...

If players want to set the adventure in another location to suit the figures and scenery they have. This simply means changing the locations and nationalities set out in the original story/legend and as examples they might consider the following two options.

THE SEAS OF OFF CATHAY

Consider setting the adventure somewhere in the Far East, swapping Venice for some seedy port and switching the island to a location in the South China Sea, Here there are two possible enemies to replace the Sinister Count and his minions.

A Chinese Warlord: He wants the treasure to help him become the supreme Chinese warlord.



TITLE	CHARACTER TYPE	CARDS	PERSONALITY	SKILLS	WEAPONS
The Warlord	Main	3	Commanding	Brave, Quick Witted, Expert Swordsman	Revolver and Sabre
His Bodyguard	Minor	1	Bloodthirsty	Man-Killer	Revolver and Sword
Officer	Supporting	2	Disciplined	Brave, Quick Witted	Revolver and SMG
Soldier 1	Minor	1	Disciplined	Brawler	Rifle & Bayonet
Soldier 2	Minor	1	Disciplined	Brawler	Rifle & Bayonet
Recruit 1	Minor	1	None	Poor Shot	Rifle & Bayonet
Recruit 2	Minor	1	None	Poor Shot	Rifle & Bayonet

A Chinese Pirate: He wants the treasure to buy better equipped ships to boost his pirate raids.

TITLE	CHARACTER TYPE	CARDS	PERSONALITY	SKILLS	WEAPONS
Pirate Leader	Main	3	Fearsome	Bloodthirsty, Quick Witted, Fighter	Automatic Pistol & Sword
His Bodyguard	Minor	1	Bloodthirsty	Strong	Revolver & Huge 2 handed Sword
Chief Henchman	Supporting	2	Brave	Tough, Brawler	Automatic Pistol & Sword
Pirate 1	Minor	1	Bloodthirsty	Brawler	Carbine & Hand Weapon
Pirate 2	Minor	1	Bloodthirsty	Brawler	Carbine & Hand Weapon
Pirate 3	Minor	1	Bloodthirsty	Poor Shot	Carbine & Hand Weapon
Pirate 4	Minor	1	Bloodthirsty	Poor Shot	Carbine & Hand Weapon



THE SEA OF THE BROODING DANE

Consider setting the adventure in an imaginary Baltic State which has just won its independence from Bolshevik controlled Russia. Swap Venice for a former Hanseatic port and place the island on an archipelago in the Baltic. Here there are two possible enemies to replace the Sinister Count and his minions.

A Freikorps Group: He wants the treasure to fund his campaign to seize control of the country.

TITLE	CHARACTER TYPE	CARDS	PERSONALITY	SKILLS	WEAPONS
The Leader	Main	3	Commanding	Brave, Quick Witted, Expert Swordsman	Automatic Pistol & Sword
His Bodyguard	Supporting	2	Fearsome	Tough, Man-Killer	Revolver and Sabre
Tough NCO	Supporting	2	Disciplined	Tough, Brawler	Revolver and SMG
Soldier 1	Minor	1	Disciplined	Brawler	SMG
Soldier 2	Minor	1	Disciplined	Brawler	Rifle & Bayonet
Soldier 2	Minor	1	Disciplined	Brawler	Rifle & Bayonet

PROSPERO'S SECRET



ABOVE
Bruno, the
Counts
bodyguard.



ABOVE RIGHT
Gino, your
friendly, local
guide.

A Bolshevik Group: He wants the treasure to help fund a revolution and rejoin Mother Russia

TITLE	CHARACTER TYPE	CARDS	PERSONALITY	SKILLS	WEAPONS
The Commissar	Main	3	Fearsome	Brave, Quick Witted, Expert Shot	Revolver and Knife
His Bodyguard	Minor	1	Bloodthirsty	Man-Killer	Revolver and Knife
Chief Henchman	Supporting	2	Brave	Tough, Brawler	Revolver and SMG
Red Agent 1	Minor	1	Rash	Brawler	Revolver & Carbine
Red Agent 2	Minor	1	Rash	Brawler	Revolver & Rifle
Red Agent 3	Minor	1	Resolute	Brawler	Revolver & Carbine
Red Agent 4	Minor	1	Resolute	Brawler	Revolver & 2 X Hand Bombs

***Note:** In either of these setting the players will need to find a plausible reason for the various troops of apes on the island. Perhaps they are the descendents of apes taken to the island by its former occupant, or they originally arrived there from the wreck of a merchant ship or they escaped from a private zoo or just not explain their presence – it's a pulp story after all!*

OUR REVELS NOW ARE ENDED

So, there you have it, a story of high adventure and derring do which not only has a heroic adventurer, a

dastardly villain and a feisty heroine amongst its cast but also additional dangers and potential cliff hanger perils. There are also alternative setting to explore and it shows the type of games that can easily be created using *Tales of Derring Do*. So, will the sinister Count's evil plan succeed or will it be thwarted by the Hero: only you and the Gods of the Dice can decide. Happy Gaming! ■

DOWNLOAD
THE SCENARIO MAP
[tabletopgaming.co.uk/
information/downloads](http://tabletopgaming.co.uk/information/downloads)



RAPID FIRE

Speed Painting AWI British

Words and Photos by **Kevin Dallimore**

*Kevin Dallimore has been expanding his usage of **Army Painter's** new ranges. Ed.*

WHY?

I have tried painting various things now with **The Army Painter Speedpaints**. I've used them on everything from Broo to Wolves to Stargrave, and I have to say I like 'em. So for a change I thought I would have a go at something a bit more uniform. Well, something *wearing* uniforms to be exact: something that has definite colours and that would have to be near enough the right colours too.

Now, when I say about matching colours I'm not talking the likes of the colour accuracy of 1970's **Humbrol Authentic** colours, but near enough to pass muster. I also wanted to see if I could use them in a fine precise enough way for 18th century British regular infantry, in – frankly – a way that might not be their *raison d'être* (I should imagine). The British regular infantry in this case are from **North Stars Muskets & Tomahawks: American War of Independence** range.

UNPAINTED

For those of you that read my first go at the Speedpaints in this magazine you will know that I have more than a few undercoated and or wholly unpainted figures around the place and still more from my day job at **North Star** that I prime up grey for my photography. These certainly do pile up but the good news is that **Speedpaints** seem to be denting the ever increasing pile of lead.

NOT ODD

I'm a convert to the Speedpaints and that's *not* odd. Given what I do for a living, there are just so many models to paint and game with and, well to be blunt, only one lifetime in which to do it. I am no stranger to fast painting (in spite of my reputation), I've been doing it for years. In fact I have completed a whole series of articles for *Miniature Wargames* on fast painting armies for **Oathmark** using the previous iteration of **The Army Painter** fast painting method using their **Quickshade** washes and **Quickshade Varnish** (and they still work great: I was recently using the **Quickshade Varnish** on a scenery project. Ed.)

GRAIL SHAPED

None of these products are the 'Holy Grail' of painting but they may be (to quote *Python*) a 'Grail shaped object'; however they still won't do it *all* for you. They do require thought and handling in the correct way to get the best out of them, and – in some ways – they require *more* thought than normal paints, especially in preparation and planning, as I will explain.

UNIT

So I set out to complete a whole unit in as short a slice of time as I could. I didn't have the luxury to do it all in one sitting as I was fitting it in around my proper job and other painting commitments. Luckily most of the cleaning up was done and they were primed grey, as these were all models I had already photographed for **North Star** web images. As it turned out I reckon

the painting took about half an hour per model when doing a whole unit, which – for me – ranks as very speedy.

TIME

As I have said previously these paints aren't any help with speeding up the preparation and finishing time of the models. You will still need to spend as much time cleaning up and/or assembling your models and the same sort of time varnishing and basing them up, although *Speedpaint* could assist in the basing, but not this time. Some people just love the prep and finishing and hate painting, *Speedpaints* are ideal for them.



FROM THE TOP

As the models were already primed grey, I went for a white zenithal undercoat applied from above over the grey. If you search on **YouTube** for zenithal undercoat you will see what it is. I applied it with my very elderly airbrush, but a spray can of white primer could do just as well, if you are using **Army Painter** spray cans be aware they put out a *lot* of paint. The idea is not to obliterate all the darker primer but to leave it underneath, creating a shadow effect and thus some shading for free, so a light touch is needed.

You can also spray apply the zenithal white over a black undercoat. Or you can dry-brush white on, known as 'slap chop' if you want to look it up. When using spray cans always **test** the spray out before you commit it to the figures, it can go gritty if not shaken up properly. It's just good practice.

PLANNING

For those that haven't tried them and are new to this, *Speedpaints* are semi-transparent. They are much more akin to a wash or a stain, similar to the old watercolour blocks, but have a more sustained pigment and an interesting way flowing that don't seem to leave tidemarks.

The paint properties require some planning as you are less able to hide errors with subsequent layers or colours as you can do with conventional painting. With *Speedpaints*, I always plan to use lighter colours first and then go darker in the hope to minimize any mistakes. Also, the peculiar properties of the *Speedpaints* mean that if you have left *any* mould line

on the models at all they will *accentuate* them, so be prepared to clean up the models diligently.

PAINTS

These Mk1 version of *Speedpaints* also have another unusual property which is – when you paint over them with regular **Army Painter War Paint** – the *Speedpaint* has a tendency to bleed into the normal paint and stain it slightly, so if you are trying to correct an error by applying more white undercoat, expect this phenomenon. These models are mostly done in the Mk1, using only a few colours of the new Mk2 *Speedpaint* range, as I didn't have some specific colours I needed in

the Mk1 (and not wanting to waste the paint I am trying to use up all my Mk1s before using the Mk2, but I only had the small set of the Mk1). The Mk2 versions seem to have cured this phenomenon, so hooray! Having said that, it didn't overly bother me, however I have noted the Mk2 as I use them below.

BRUSHES

The watery nature of these paints means that they will run up the bristles of the brush into the metal ferrule and are the devils own job to completely clean out, so don't use your best finest brushes. I have a decent stock of brushes that are no longer any good for frontline service but are ideal for *Speedpaints* duty till they meet there end (*all my brushes are like that... Ed.*)

SHAKE

Do shake the bottles up well; very well, this can make a real difference to how the *Speedpaint* goes on. Each bottle has no less than two ball bearings in them to ensure they mix up well when you shake them, so do make use of them!

APPLICATION

The secret is to be *controlled* with them. There is a tendency because of the 'speed' label to slap them on any old how, and this will not yield the most satisfactory results. *Don't overload* your brush, the *Speedpaints* will flow. Be careful and apply them only to the areas needed, avoiding slipping into other areas if you can, as you will see I slipped over a bit but I was thinking they are mostly going to be darker areas so I could get

away with it. For some detail work – like the brown canteen strap for example – I used a very fine, if a bit worn, brush that I previously used for faces.

NOW: SPEEDPAINTS

I started with flesh, as that's what I usually do when using regular acrylic paints. Also I chose the flesh as it seemed to be amongst the lighter colours. It is really worth planning the order of colours you are going to use moving from light to dark. I didn't use the free (and very nice) brush that is included in the sets, as it was bit too large for my taste, so I used a smaller, old and a bit knackered **Army Painter** brushes, already well broken in from other painting.

FLESH:

Crusader Skin.



BEARD:

Runic Grey.

TROUSERS, BELTS, MUSKET SLING & HAT LACE:

Holy White.



HOLY MOLY

The Holy White Speedpaint, was thinned it with the thinner supplied, and then the judicial application of the painters thumb was be needed to get a whiter than white finish.



JACKET:

Slaughter Red (2nd edition).

CUFFS & TURN BACKS:

Zealot yellow.

MUSKET STOCK:

Hardened Leather.

CANTEEN STRAP:

Warrior Skin (2nd edition).

HAIR:

Dark Wood.

GUN BARREL, CANTEEN, BAYONET, BUTTONS:

Not *Speedpaints*, but regular **Army Painter Warpaints**, *Gun Metal*, then a wash of *Mid Brown* and then a wash of *Strong Tone*.

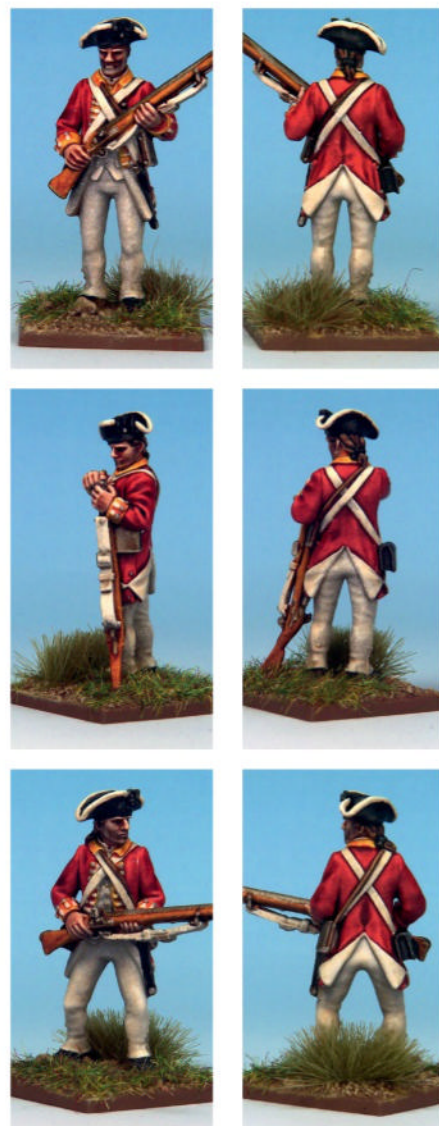
THE REST:

TRICORN HAT, SHOES, SCABBARD, CARTRIDGE BOX, HAIR BOW:

Grim Black.

TIDY

I used some **Humbrol** white enamel paint to repaint and thus tidy some of the areas where I had inadvertently gone over with the *Speedpaint* like the belts and turn-backs, and it seems to work ok and more resistant to the *Speedpaint* bleeding through.



BASING

Regular **Army Painter Warpaints** again, to match existing figures bases. *Leather Brown* all over the base, then dry-brushed with *Desert Yellow* then very lightly with *Skeleton Bone*, you can see much more details about basing in my many other painting articles in the magazine.

RAPID FIRE



FINISHED

Before basing they were finished off with a coat of spray *Anti Shine Matt Varnish*. The *Anti Shine Matt* is a good choice to use with the *Speedpaints* as it's not a dead flat finish so it confers a subtle low sheen which is quite helpful especially on the darker colours.

MORE SPEED PAINTING

I had a few *American Continental infantry* lying around so I did them too, and I also had previously painted the *Hurons* and *Mohicans* from the range. See what you think.

YANKS

FLESH:

Crusader Skin.

CARTRIDGE BOX BELT, MUSKET SLING, HAT LACE:

Holy White.

TURN-BACKS, BRITCHES, STOCKINGS, WAISTCOAT, BAG:

Pallid Bone.

MUSKET STOCK, WATER BOTTLE, HAIR:

Dark Wood.

CANTEEN STRAP:

Warrior Skin (2nd edition).

TRICORN HAT, SHOES, SCABBARD, CARTRIDGE BOX, HAIR BOW:

Grim Black.

HURONS



MOHICANS





GLORIOUS DEFEATS IN THE SOUTHERN SEAS

The Battles of Coronel and the Falklands, 1914

Words and Photos by **Dave Hiscocks**

On the 1st November 1914 the Royal Navy's image of invincibility established at Trafalgar over a hundred years prior, was shattered at the Battle of Coronel by the Von Spee of the Imperial German Navy. Rear-Admiral Cradock and 1600 Royal Navy sailors were dead, and two cruisers sunk. The British public was outraged, the psychological impact of the engagement far outweighing its strategic importance. Retribution was swift. On the 8th December Vice-Admiral Sturdee, commanding a reinforced fleet that included two modern battlecruisers, hunted down and destroyed Von Spee's outgunned fleet at the Battle of the Falklands.

INTRODUCTION

Both battles of this short yet decisive campaign involved a commander attempting to overcome long-odds, compelled to fight as a matter of duty and honour as much as out of necessity. Cradock at Coronel and Von Spee at the Falkland Islands knew they could not win a conventional victory. Indeed, even survival

ABOVE
Admiral Sturdee's squadron makes ready to enact revenge.

was unlikely. For the wargamer, the challenge in recreating these two battles is to see if they can do as well as their doomed historical counterpart.

THE SCENARIOS

For these two battles I have chosen to use *Perfidious Albion*, sold by **A&A Game Engineering**. Players will also need a copy of these rules and the *Fighting Fleets* supplement. Alternatively, the scenarios could be easily adapted for use with other naval rules such as *Victory at Sea*.

The scenarios and orders of battle for both sides are presented below, with the commander's competency modifier presented in brackets. The squadron commander is assigned to the relevant flagship. Due to the small size of the fleets the fleet commander will also act as squadron commander for the squadron their ship is a part of.

SCENARIO 1: BATTLE OF CORONEL

The Battle of Coronel (1st November 1914) was by no means inevitable. It came to be fought primarily due

GLORIOUS DEFEATS IN THE SOUTHERN SEAS



ABOVE
HMS Otranto makes her escape from the Battle of Coronel as night draws in.

RIGHT
The modern armoured cruiser HMS Defence.

to confused and contradictory orders being issued to Admiral Cradock by leaders thousands of miles away, combined with his own sense of duty. His belief that he had to bring the Germans to battle no matter the odds had been heightened by the recent disgrace of Admiral Milne due to his refusal to engage a superior enemy under similar circumstances.

Prior to the battle Cradock detached HMS Canopus, believing that technical problems with the elderly battleship made it more of a hindrance than an asset. It later transpired that these had been overstated by the ship's chronically ill Chief Engineer. In the subsequent battle Vice-Admiral Von Spee, leading the German East Asia Squadron, sank two of Cradock's outdated armoured cruisers, HMS Good Hope and HMS Monmouth. 1660 British sailors were killed, including their admiral.

Although Von Spee had won a singular victory, he knew that this battle had effectively signed his fleet's death warrant. Far from home with no base to resupply the ammunition they had used, the odds of surviving the inevitable British reprisal was almost non-existent.

ORDER OF BATTLE: "FOURTH CRUISER SQUADRON"
Fleet Commander: *Rear-Admiral Sir Christopher Cradock (+1)*

SHIP NAME	CREW QUALITY
HMS Good Hope (Flagship)	2
HMS Monmouth	2
HMS Glasgow	2
HMS Otranto	1

The British crews in the Fourth Cruiser Squadron were of mixed quality due to the recent wartime influx of reservists. However, some historians have overstated the problem. The crew of the Monmouth, for instance, is often referred to as being predominately consisting of reservists, yet its crew manifest lists 661 of her 738 strong crew as regulars. I have therefore rated most of the ships as having a crew quality of 2 (average), with the auxiliary cruiser HMS Otranto being the exception.

The squadron's crew quality will always be 2 except for working out how close HMS Otranto needs to be to count as being in coherency.

Ship Data Card for HMS Otranto

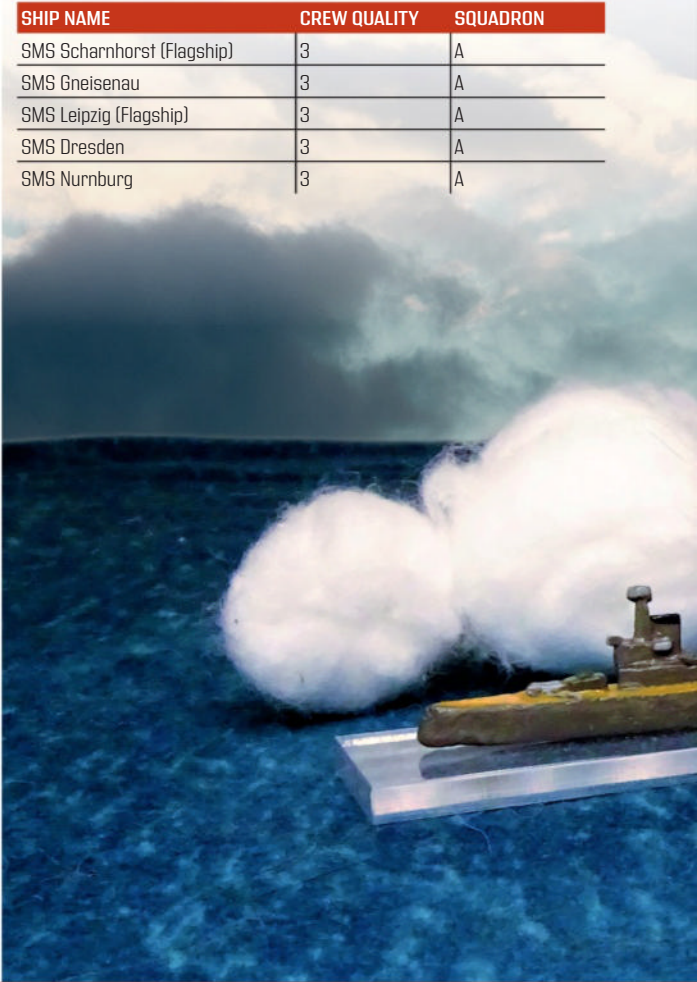
HMS OTRANTO SHIP DATA CARD											
	1	2	3	4	5	6	7	8	9	10	
1	FIRE			CT							FIRE
2				F1	F1		F1	F1			
3											
4											
5						MAG		PROP	PROP	PROP	
6						PROP	PROP	PROP	PROP		
							FIRE 1	FIRE 2	FIRE 3	FIRE 4	

SPEED	1	2	3	4	5	6	7	8	9	10	11	12
PROPULSION	1	2			3		4		5			6
FLOTATION	1	2	3	4	5	6	7	8	9	10	11	12



ORDER OF BATTLE: "EAST ASIA SQUADRON"
Fleet Commander (Squadron A): *Vice Admiral Graf Maximilian Von Spee (+1)*

SHIP NAME	CREW QUALITY	SQUADRON
SMS Scharnhorst (Flagship)	3	A
SMS Gneisenau	3	A
SMS Leipzig (Flagship)	3	A
SMS Dresden	3	A
SMS Nurnburg	3	A



To reflect the independent nature of the German light cruisers they ignore any morale tests required for not being in squadron coherency. However, they still count towards calculating if the squadron is at 50% strength for morale.

The Far East Asia Squadron had won numerous pre-war accolades for their gunnery and were led by hand-picked officers. To reflect their superior quality and training nature the ships have been rated as *Elite* (3).

SPECIAL RULES

- ▶ The first time a natural double is rolled for initiative night will fall. The night-fighting rules immediately come into play.
- ▶ Any guns that fire towards the Western edge of the tabletop gains a +10% bonus to hit. This bonus is lost once night falls.

DEPLOYMENT

The battle should be played on a 6x4 table. The short board edges will be North and South respectively. The German fleet will deploy in formation within 12" of the North-East corner, while the British will do likewise from the North-West corner. The German player may choose to deploy first or second.

OBJECTIVES

The game lasts 15 turns or until one side has lost more than 50% of its starting ships. The winner is whoever sinks the greatest number of enemy ships. However, if the British sink either Scharnhorst or Gneisenau then they automatically win.

BELOW

The British battlecruisers open fire on SMS Scharnhorst.

WEATHER CONDITIONS

The sea-state at the start of the game is "Rough" and visibility is 48".

WHAT-IF...

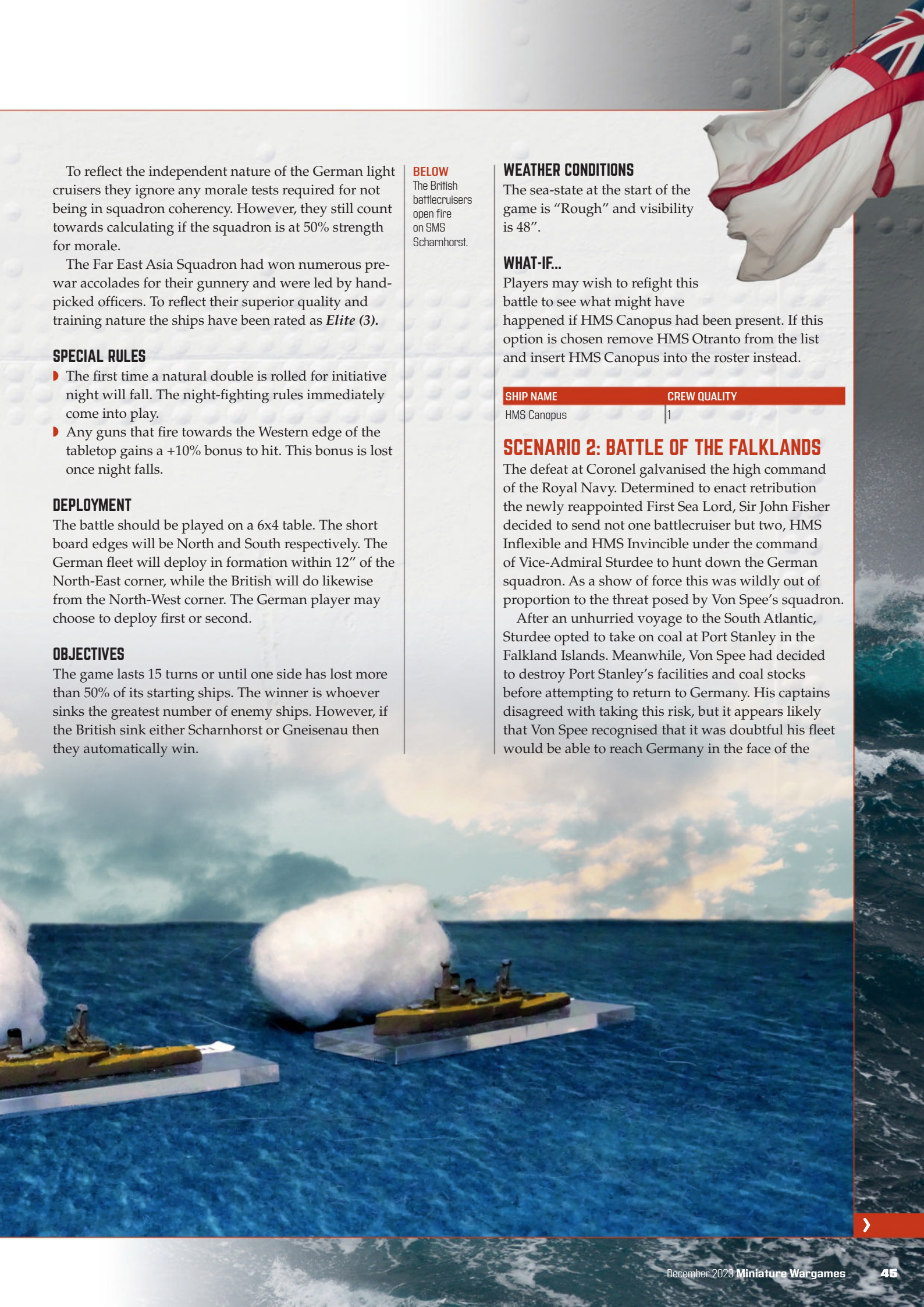
Players may wish to refight this battle to see what might have happened if HMS Canopus had been present. If this option is chosen remove HMS Otranto from the list and insert HMS Canopus into the roster instead.

SHIP NAME	CREW QUALITY
HMS Canopus	1

SCENARIO 2: BATTLE OF THE FALKLANDS

The defeat at Coronel galvanised the high command of the Royal Navy. Determined to enact retribution the newly reappointed First Sea Lord, Sir John Fisher decided to send not one battlecruiser but two, HMS Inflexible and HMS Invincible under the command of Vice-Admiral Sturdee to hunt down the German squadron. As a show of force this was wildly out of proportion to the threat posed by Von Spee's squadron.

After an unhurried voyage to the South Atlantic, Sturdee opted to take on coal at Port Stanley in the Falkland Islands. Meanwhile, Von Spee had decided to destroy Port Stanley's facilities and coal stocks before attempting to return to Germany. His captains disagreed with taking this risk, but it appears likely that Von Spee recognised that it was doubtful his fleet would be able to reach Germany in the face of the



GLORIOUS DEFEATS IN THE SOUTHERN SEAS



Royal Navy's blockade and so wanted to achieve one last success.

Upon spotting Sturdee's battlecruisers at anchor Von Spee had the chance to catch Sturdee's warships at their most vulnerable. However, a chance long-range shot by HMS Canopus, which had been beached to be used as a gun battery, seems to have convinced Von Spee that the battlecruisers were already ready for action, and he declined battle. This allowed Sturdee time to build up steam and weigh anchor, catching up with the German ships later in the day. Although Von Spee attempted to send his light cruisers away to safety all but one of his fleet were sunk. Only SMS Dresden escaped, to be sunk later in March 1915 at Robinson Crusoe Island off the coast of Chile. The Royal Navy lost a total of 10 men dead with minor damage inflicted on the battlecruisers, while the Germans lost 1871 killed including Von Spee, and 215 captured.

ORDER OF BATTLE: BRITISH SOUTH ATLANTIC SQUADRON

Fleet Commander (leading Squadron A): *Vice-Admiral Sturdee (+1)*

Light Cruiser Commander (leading Squadron B): (+1)

SHIP NAME	CREW QUALITY	SQUADRON
HMS Invincible (Flagship)	2	A
HMS Inflexible	2	A
HMS Caernarvon (Flagship)	2	B
HMS Kent	2	B
HMS Cornwall	2	B
HMS Bristol	2	B
HMS Glasgow	2	B

For game purposes the British fleet has been split into two squadrons designated A and B. The represents the historical division of forces at the start of the battle as ordered by Sturdee.

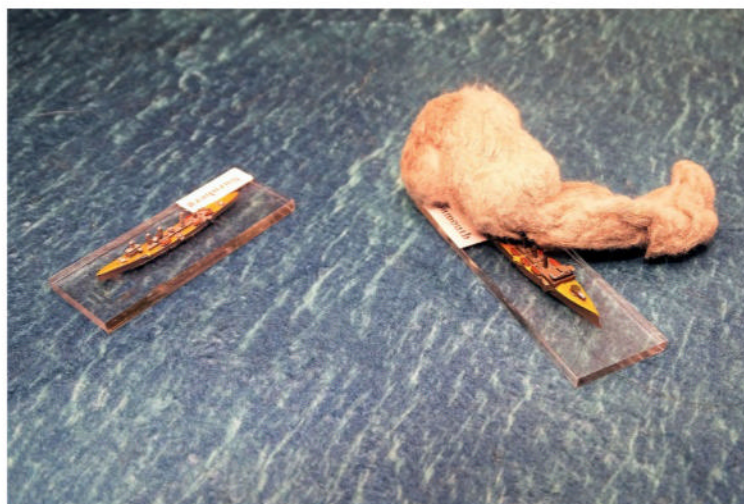
ORDER OF BATTLE: "EAST ASIA SQUADRON"

Fleet Commander (Squadron A): *Vice Admiral Graf Maximilian Von Spee (0)*

SHIP NAME	CREW QUALITY	SQUADRON
SMS Scharnhorst (Flagship)	3	A
SMS Gneisenau	3	A
SMS Leipzig (Flagship)	3	A
SMS Dresden	3	A
SMS Nurnburg	3	A

ABOVE
HMS Good Hope leads the Fourth Cruiser Squadron.

BELOW
SMS Nurnburg sinks HMS Monmouth after the latter refuses to haul down her colours.





To reflect Von Spee's growing sense of fatalism, his competency rating has been decreased to zero for this battle.

As in the first battle, the German light cruisers may operate independently without penalty.

SPECIAL RULES

None!

DEPLOYMENT

Both fleets will deploy opposite one another within 6" of one of the short table edges.

OBJECTIVES

The game lasts 20 turns. The Germans win if three or

more of their ships remain on the table and have not surrendered or sunk, or if they sink HMS Inflexible or HMS Invincible. If they fail to achieve either of these objectives but sink any other British ship then the result will be a draw. Any other result is a British victory.

WEATHER CONDITIONS

The sea-state at the start of the game is "Calm" and visibility is 60".

MINI-CAMPAIGN

If you want to play these two battles as a mini-campaign then the German player has to keep track of the damage done to their fleet at Coronel. In between games they can assume that any fires are extinguished, flooding resolved, and any superficial damage repaired. However, damage to magazines, weapons, and propulsion systems will *not* be fixed, and any ships that are sunk or surrender do not return. The British do not track damage except to HMS Glasgow.

OPTIONAL RULES

While *Perfidious Albion* is an excellent set of rules, I have nevertheless developed some house rules over the years to reflect some of my personal preferences. Players should feel free to play without these changes.

► Initiative Rolls:

At the start of the turn the player with the slowest ship (based on number of surviving speed units potentially available) suffers a minus 1 to their initiative roll. If both players have equally slow ships then no modifier is used.

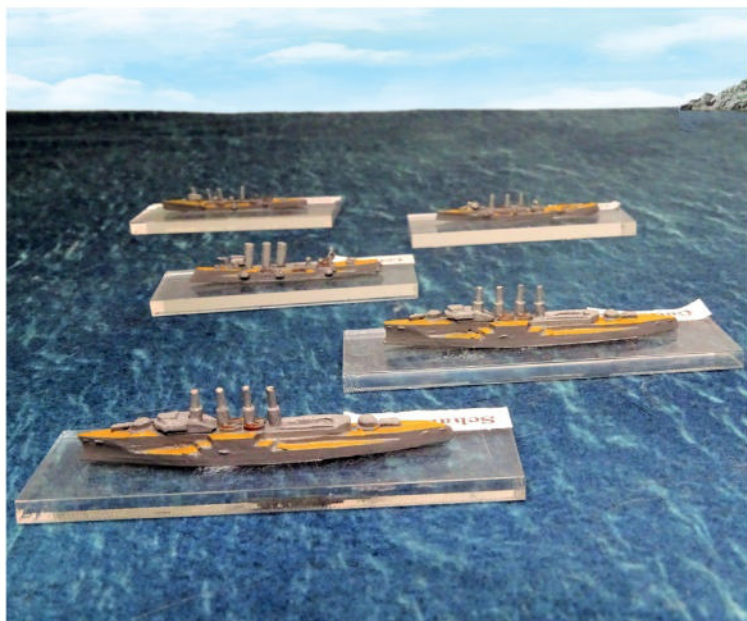
TOP

Cradock's doomed cruiser squadron forms line astern.

ABOVE

HMS Good Hope on fire and sinking under fire from the German armoured cruisers.

GLORIOUS DEFEATS IN THE SOUTHERN SEAS



ABOVE
Von Spee's East Asia Squadron.

ABOVE RIGHT
The British battlecruisers sink the Gneisenau.

RIGHT
The light cruiser SMS Dresden makes her escape, the only German survivor.

BELOW
Another view of HMS Good Hope's demise.



Magazine Explosion:

If a magazine is hit and penetrated by an enemy shell, instead of the ship suffering an immediate magazine explosion the player can try to avert this imminent disaster. If the ship passes an unmodified crew test then they have managed to flood the magazine in time to avoid detonation. Torpedoes and mines that hit a magazine will cause an explosion as normal.



CONCLUSION

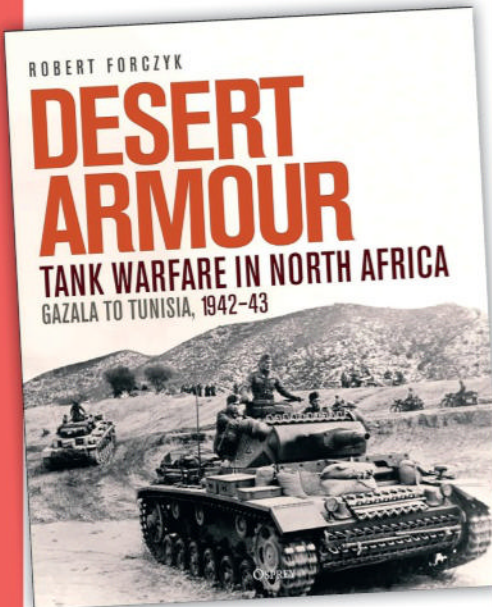
The impact of these battles resonated around the world. As well as unequivocally demonstrating the power of the battlecruiser design over its armoured cruiser forebears, it also marked the end of the Royal Navy's aura of invincibility. Nevertheless, despite the defeats they had suffered, both navies took solace in the heroism displayed by their respective fleets in the face of horrendous odds. Under the Third Reich the Kriegsmarine deliberately drew on this memory of forlorn heroism by naming one of its pocket-battleships "Admiral Graf Spee". Ironically, this pocket-battleship also met its fate in the south-east Atlantic at the start of the next world war, this time off the coast of Uruguay.

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Castles of Steel: Britain, Germany and the winning of the Great War at sea, Robert K. Massie, (London: Vintage, 2007). ■





DESERT ARMOUR VOLUME TWO

- ▶ Robert Forczyk
- ▶ Osprey (2023)
- ▶ £35
- ▶ 368 pages (hardback)
- ▶ ISBN:9781472859846
- ▶ ospreypublishing.com

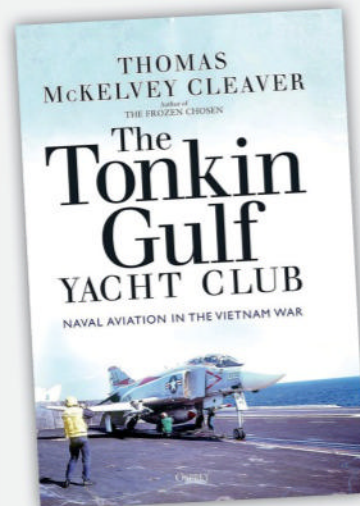


Volume One covered the initial fighting against the Italians, to the Operation Crusader battles, including extensive background on the training, equipment, etc of each side; this final volume takes us from the Gazala battles to the end of fighting in Tunisia in 1943.

If this period is your interest, then I cannot recommend this highly enough. For the wargamer, it gives superb levels of information and analysis including exact numbers and types of vehicles and equipment in a wide variety of actions – especially helpful in reproducing the ad hoc groupings on both sides, including the use of captured equipment. Maps are to the usual Osprey standard, with helpful outline organisation charts at key stages of the conflict and with excellent and uncommon photos. Volume One has the bulk of the technical data, but this current volume has key data plus the necessary detail on munitions and other equipment, including (for example) the actual supply of the scarcer enhanced British 2pdr and German tungsten AP rounds.

Two of the finest books you'll see for wargaming these campaigns and battles.

Chris Jarvis



THE TONKIN GULF YACHT CLUB

- ▶ Thomas McKelvey Cleaver
- ▶ Osprey Publishing (2023)
(First published in UK 2021)
- ▶ £15.99
- ▶ 400 pages (softback)
- ▶ ISBN:781472845948
- ▶ ospreypublishing.com

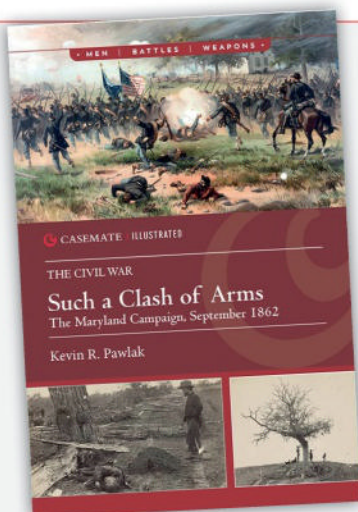


This book covers naval aviation and its contribution to the Vietnam war, geopolitical aspects of US involvement and strategic and operational level activity on the ground. In the air, it reaches the tactical level of air and ground engagements often through personal stories, useful for scenario development. It describes the technical revolution in naval aviation, more powerful jet engines, air to air missiles and aircraft like the Crusader and Phantom. It explains how these came up short of expectations in combat against MiG 17s and 21s, also described in detail. This led to the creation of 'Top Gun' which has a chapter to itself!

It describes US escalation and explains the events around the destroyer MADDUX, used by Washington to justify direct involvement. Reading it, I was struck by the parallels between the US manipulation of events then and current tensions around the world today.

This is a great book, well written and thought provoking. It is hostile to US involvement and characterises Washington's Vietnam policy as one of wishful thinking and a lack of clarity of purpose but is very supportive of the aviators, navy and marines. It is strongly recommended.

Martin S. Pike



SUCH A CLASH OF ARMS

- ▶ Kevin R. Pawlak
- ▶ Casemate Publishers (2023)
- ▶ £24.95
- ▶ 128 pages (softback)
- ▶ ISBN:9781636242668
- ▶ casematepublishing.co.uk

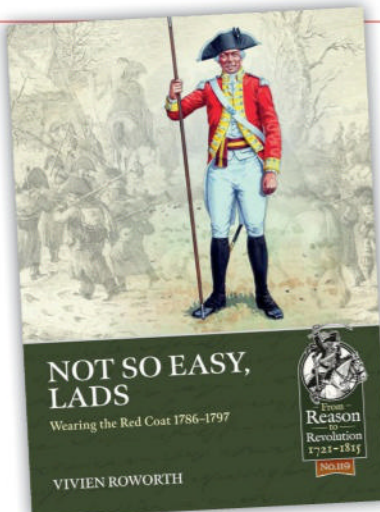


Lest it not be clear from the title (and subtitle: The Maryland Campaign, September 1862), this is about the Antietam campaign from the defeat of General Pope at Second Manassas to Lee's withdrawal back into Virginia and the Battle of Shepherdstown in late September 1862; some 22 days. It is a clear account of the campaign and respective objectives with a detailed explanation of the position that Harper's Ferry held in the campaign.

There is much inspiration and some potential scenarios in the descriptions given throughout the book. This is an orthodox account of the campaign and is complemented by clear maps and many pictures of the topography of the battlefields and surrounding areas such as mountains and gaps as they are today, contemporary illustrations and photographs of general officers and Sharpsburg itself.

There is an order of battle for the battle at Antietam which is good for the whole campaign although it lacks numbers of troops. There is a lot of scope for wargamers here to construct anything from standalone battles to campaigns. I have expressed reservations of the Casemate Illustrated series in the past but this is an excellent book thoroughly recommended for all readers.

Martin S. Pike



NOT SO EASY, LADS: WEARING THE RED COAT 1786-1797

- ▶ Vivien Roworth
- ▶ Helion & Company (2023)
- ▶ £29.95
- ▶ 256 pages (softback)
- ▶ ISBN:9781915113863
- ▶ helion.co.uk



Number 119 in *Helion's From Reason to Revolution 1721-1815* series is based upon the author's research into the life of her ancestor, William Roworth, who enlisted in the 44th Regiment of Foot in Manchester on 2 February 1786 aged twenty two. He served in the Low Countries and on the expedition to the West Indies to retake St Lucia, writing letters to his wife Mary that were preserved by the family and are now kept in the Nottinghamshire Archives. But this book is much more than just an account of his experiences; the author has produced a detailed study of the service of the 44th that also serves to create 'a more complete picture of a redcoat battalion at home and at war, at the close of the eighteenth century.'

Eight pages of full-page colour plates, bound into the centre of the book, show the earlier uniform of a grenadier of the 44th Foot in 1755; a modern illustration of Serjeant Major William Roworth c. 1795 by Alix Baker; a mezzotint of the Duke of York from 1791; views of the Chatham dockyard, the entrance to Portsmouth Harbour, the Carenage, St Lucia, Morne Fortune, St Lucia and Castries; four modern photographs of Pigeon Island, its military cemetery, the Pitons volcanic

mountains and old military outbuildings carpeted in lush vegetation.

Black and white illustrations throughout the text include photographs of documents pertaining to William Roworth and places he visited; reproductions of portraits of officers, and contemporary pictures of scenes of battle and of armies on the march.

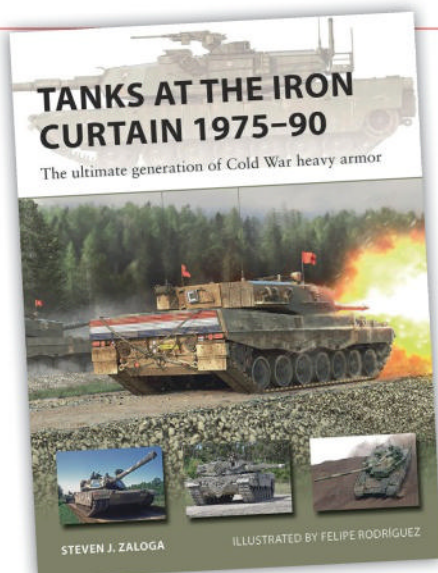
Maps show Portsmouth, Portsea, Hilsea, Spithead and the Mother Bank; The Campaigns of 1792-1795 in Flanders; Dodewaard on the Waal; the rivers Waal, Meuse/Mass and Rhine; the Siege of Nijmegen in 1794; the line of retreat of the 44th Foot from 4 January – 29 April 1795; The Windward and Leeward Islands; St Lucia 1794-1796; Castries, Choc and Cul de Sac bays, sites of operations of 27 April – 25 May 1796; St Lucia's Carenage, site of the disastrous attack on The Vigie by the 31st Foot, 17 May 1796.

Statistical data on the 44th at various times during its service is presented in the following tables: 44th Foot Analysis by Height, Analysis by Age, and Years of Service, Hilsea, 16 May 1787; State of the 44th Foot, Fort George, Guernsey, 1 November 1787; State of the 44th Foot, monthly returns Liverpool, 1 May 1794 and Dartford, 1 June 1794, and finally, Deaths of Officers, NCOs and Private Men, 44th Foot, St Lucia 1796-1797.

Other tables show the Morning State of the British Infantry, 24 December 1794; The 44th's line of retreat from 4 January – 29 April 1795; Return of the numbers of sick and dead in the Caribbean from March to October 1796, and the Distribution of the Forces in St Lucia, 13 November 1796. An eight-page bibliography concludes the book; there is no index.

A carefully researched study of a British Regiment of Foot just before and during the Revolutionary War with France that will particularly appeal to wargamers interested in the Duke of York's campaign in Flanders or Abercromby's and Moore's operations in the West Indies and give every reader a greater understanding of regimental life in the British Army at that time. **Highly recommended.**

Arthur Harman



TANKS AT THE IRON CURTAIN 1975-90

- ▶ Steven Zaloga
- ▶ Osprey (2023)
- ▶ £12.99
- ▶ 48 pages (softback)
- ▶ ISBN:9781472853806
- ▶ ospreypublishing.com

This is the author's final volume in his post-war trilogy of tank development. By its nature, it cannot cover much battlefield detail (most of the tanks have seen little or no combat experience, thankfully), and some of the key technical data are still shrouded in secrecy.

However, it is an impressive review of the constant race between armour and anti-armour, allied to other major improvements in fire control systems, munitions, engine design, improved gun sights, and so on. The details on composite armour are (for me at least) quite an eye-opener – I had no idea that there were so many different ways of combining metal and non-metal components to create effective armour thicknesses that exceed the Tiger II (1944) by several hundred per cent...

Importantly for the wargamer, the author includes his usual excellent range of data tables, including tank production and strengths; armour and penetration values; and some tables that seek to quantify the battlefield comparative values of key Soviet and NATO tanks. A most useful addition to a 'moderns' wargamer's library.

Chris Jarvis

THE KEY TO LISBON: THE THIRD FRENCH INVASION OF PORTUGAL, 1810-11

- ▶ Kenton White
- ▶ Helion & Company (2023)
- ▶ £25.00
- ▶ 256 pages (softback)
- ▶ ISBN:9781804513958
- ▶ helion.co.uk

Number 118 in Helion's *From Reason to Revolution 1721-1815* series offers a new, detailed account of the invasion of Portugal by Marshal Massena in 1810; the Battle of Busaco; Wellington's withdrawal to the newly constructed Lines of Torres Vedras, and the eventual French retreat. The Introduction gives a concise narrative of the origins of the Peninsular War and events prior to Massena's invasion, then briefly examines the different approaches of the opposing commanders towards strategy and logistics, before giving a detailed explanation of the organisation and battle tactics of their armies.

The next chapter, *'Spain will not delay us long'*, discusses why and how Napoleon determined the French strategy and the problems faced by Wellington due to the British government's lack of confidence in his ability to defend Portugal.

Then, *'Hic Sunt Leones'* ('Here be lions' a legend on ancient maps indicating uncharted or dangerous territory) describes the difficulties faced by both sides in moving their armies through Portugal; their systems for gathering intelligence and undertaking reconnaissance. *'Blowing Up Bridges'* examines the roles played by the engineers of both armies: French engineers were most employed in the sieges of the fortresses of Ciudad Rodrigo and Almeida; their English counterparts in the preparation of the defensive lines covering Lisbon.

Chapter Four explains Napoleon's plan for the invasion: "a simplistic strategy...forced...upon Massena through a series of orders", placing the Marshal "in a constant dilemma over his freedom of action." Sections cover Massena's Plan, The Army, Intelligence and Communications, and Logistics.

The next chapter analyses Wellington's *'Cautious System'*, covering his Initial Plans, his New Plan,

Intelligence and Communications, the Portuguese Army, the British Army, Logistics, and the Navy. The following chapters give a detailed narrative of the campaign, and the final chapter offers the author's conclusions.

Full-page maps show Estremadura and Alentejo in Portugal; the Advance of the French Army into Portugal as far as Busaco; part of the contemporary Lopez map showing the area of the French advance; a contemporary Portuguese military map of part of the province of Beira in 1801; Tracing of map, Croquis Des Chemins de Viseu a Coimbra 1810; Diagram of French formations; Reynier's and Ney's attacks at Busaco; Wellington's retreat and Massena's pursuit; part of the Lopez map showing the area of the French advance to Lisbon, and the French withdrawal and Allied pursuit from Santarem to Almeida. There is, however, no overview of the battle of Busaco.

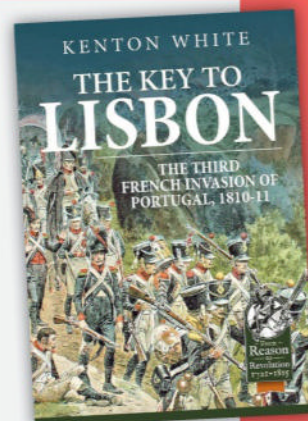
Wargamers could use the maps showing the French advances and the later withdrawal and pursuit by Wellington to run short campaigns using map kriegsspiel techniques or the Generalship Game from Paddy Griffith's *Napoleonic Wargaming For Fun*. The maps of Reynier's and Ney's attacks could be used to stage two separate tactical games based upon the battle of Busaco.

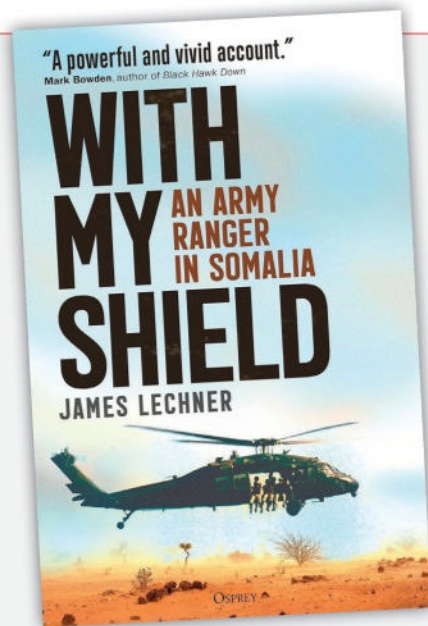
The only illustrations are black and white half-page photographs of battle sites, the fortress of Almeida, the bridge on the Coa and fortifications in the Lines of Torres Vedras.

Appendices contain a list of French, British, Portuguese and Spanish *Dramatis Personae*; Wellington's Memorandum for Lieutenant Colonel Fletcher, Commanding Royal Engineers, proposing the construction of the Lines of Torres Vedras; the Orders of Battle of the Allied and the French armies.

A bibliography and an index conclude this excellent book, highly *recommended* for studying this campaign.

Arthur Harman





WITH MY SHIELD

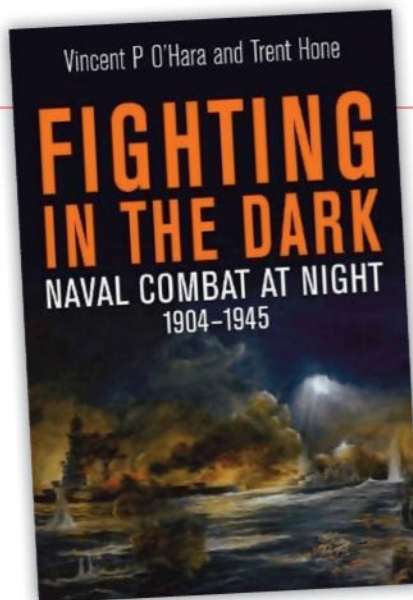
- ▶ James Lechner
- ▶ Osprey (2023)
- ▶ £25
- ▶ 288 pages (hardback)
- ▶ ISBN:9781472863287
- ▶ ospreypublishing.com

The author fought as a Fire Support Officer in the US Rangers in the 'Black Hawk Down' episode in Somalia in 1993, and this is his autobiographical account of the training and operational aspects of life in that tough Regiment. The bulk of the book focuses on recruitment, training, and the numerous postings on courses to acquire the considerable range of skills needed as a Forward Observer, with around a third of the pages devoted to the actual main operation.

It is one of those books that is extremely readable (I read the first 180 pages in one sweep), largely devoid of self-promotion but with a welcome emphasis on teamwork – in particular, the excellent helicopter support. It doesn't shy away from necessary criticisms, including command structures that sometimes overlapped and conflicted: the Ranger ethos was to rehearse an operation in exhaustive detail, whereas other units had a more ad hoc approach, leading to misunderstandings or even rivalries.

Military detail is relatively sparse in wargaming terms, but this is an excellent account of 'life at the sharp end'. *Recommended*

Chris Jarvis



FIGHTING IN THE DARK

- ▶ Edited by Vincent P O'Hara and Trent Hone
- ▶ Seaforth Publishing (2023)
- ▶ £25.00
- ▶ 305 pages (hardback)
- ▶ ISBN:9781399030519
- ▶ seaforthpublishing.com

Subtitled *Naval Combat at Night 1904-1945* this is a fascinating book composed of chapters exploring various navies' experiences and lessons of fighting at night. It starts with the Russo-Japanese War in 1904/5 and ends with night fighting in the western Channel approaches and the USN besting the Japanese at their own excellent game of fighting at night.

This via the British Royal Navy and German Imperial Navy's efforts in the First World War and Italian efforts in the Second. Each chapter is properly referenced and draws on a variety of well researched sources to produce a developing doctrine and account of night fighting. It contains descriptions of night actions and the constraints and limitation of night fighting as well as training, technological advancements and previous experience. The excellent studies are enhanced by maps and photographs.

The chapters are well written and easy to read by a variety of well known historians and the overall conclusions in a final chapter, draw together and roundout the discussion throughout the book. The whole would be useful to naval wargamers seeking information to develop both scenarios and rules for night fighting. It is very *strongly recommended* for all levels of readers.

Martin S. Pike



JU87D/G VS T-34

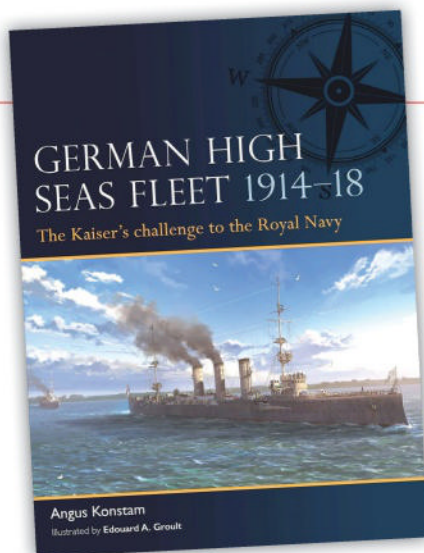
- ▶ Robert Forsyth
- ▶ Osprey (2023)
- ▶ £15.99
- ▶ 80 pages (softback)
- ▶ ISBN:9781472854750
- ▶ ospreypublishing.com

This is an interesting subject: the use of tank-busting aircraft to destroy or distract massed tank attacks. The author has wide expertise on the Eastern Front WWII, and has incorporated useful memoir extracts to enliven the technical aspects. Photographs and colour drawings show in detail the two adversaries – useful for modellers in particular.

However, the volume is heavily weighted towards the technical rather than the tactical, with information overload that seems unnecessary... Do I *need* to know (for example) that the T-34 engine was mounted on two parallel frames held in place by 36 bolts? Conversely, the level of tactical information could presumably have been enhanced by greater reference to tactical manuals and/or after-action reports. The simple listing of minor technical details fills the pages but this may not be what the wargamer or historian really wants?

A bit of a disappointment then, especially in view of this author's other fine works on the Eastern Front and armoured warfare, but I daresay that a hardened Stuka or T-34 enthusiast will find much of use in this.

Chris Jarvis



GERMAN HIGH SEAS FLEET 1914-18

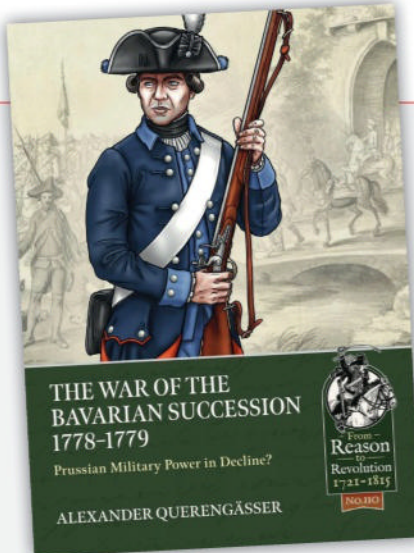
- ▶ Angus Konstam
- ▶ Osprey Publishing Ltd (2023)
- ▶ £15.99
- ▶ 80 pages (softback)
- ▶ ISBN:9781472856470
- ▶ ospreypublishing.com

Subtitled *The Kaiser's challenge to the Royal Navy*, this is a good 'entry level' book on the High Seas Fleet and describes the vessels of all classes, their strengths and weaknesses and the training, command and control, communications, fleet formations and fighting ability of the Imperial German Navy in the North Sea. It contains a summary of naval operations and the principal battles like Dogger Bank and Jutland describing the outcomes and containing some critical analysis. Replete with good photographs and atmospheric artwork, it is a fascinating account of the German Navy.

The book covers the organisation of the battle squadrons and changes through the war with artwork showing fleet formations employed on the approach to the Battle of Jutland. From a wargaming perspective, it may spark ideas for scenarios but is more useful as background for how fleets fought and for naval wargame rules development.

The book is well written, easy to read, flows well and contains some thought-provoking ideas and analysis. I particularly liked the thought that the same strategic result would have been attained had the Germans merely constructed a coastal defence force. It was a fleet without a strategic purpose. It is thoroughly recommended.

Martin S. Pike



THE WAR OF THE BAVARIAN SUCCESSION 1778-1779

- ▶ Alexander Querengässer
- ▶ Helion & Company (2023)
- ▶ £25.00
- ▶ 156 pages (softback)
- ▶ ISBN:9781804511879
- ▶ helion.co.uk

Number 110 in *Helion's From Reason to Revolution 1721-1815* series offers 'the first full English-language narrative' of the short war between Prussia and Austria after the death of the Elector Maximilian III Joseph of Bavaria in 1777, who had arranged he would be succeeded by Carl IV Theodor, the Elector of the Palatinate. Two Austrian corps entered Bavaria to uphold the claim of Emperor Joseph II of Austria to various Imperial fiefdoms and other territories. Carl Theodor was offered a treaty whereby he would cede any claims to the territories claimed by Austria in exchange for recognition as the Elector of the remainder of Bavaria and equalisation payments. Friedrich II of Prussia did not wish Austria to increase its power in the region, particularly as the margravates of Ansbach and Bayreuth, ruled by junior branches of the Hohenzollerns, would be threatened and prepared for war.

The subsequent Kartoffelkrieg ('Potato War') in which 'the soldiers struggled more to find food than to fight the enemy', has little to offer wargamers in terms of pitched battles – though it could be used as the basis for an 'alternative history' campaign in which such engagements might occur and be fought out on the tabletop, using the map of the theatre of war on page 8. The raids carried out by both sides

could provide scenarios for skirmish wargames.

If one wanted to stage a roleplay or committee game of the political negotiations over the Bavarian Succession, this book contains all the information – apart from a detailed map of the Empire showing Bavaria and the disputed territories! – that a game organiser would need.

Subtitled *Prussian Military Power in Decline* the book has eight full-page colour plates by Alexandr Chernushkin, bound into the centre. They depict a musketeer, a chevauxleger trooper and a jager of the Austrian army; a Bosniak lancer and a musketeer of the Prussian army; and a kuirassier, infantry NCO and jager of the Saxon army. They provide a good reference for painting wargame figures for the campaign.

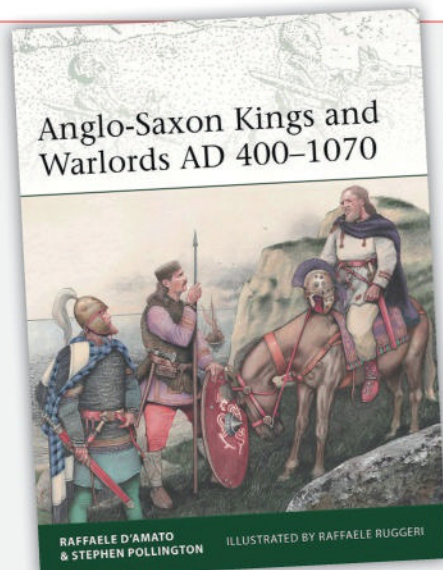
Black and white illustrations, distributed throughout the text, are mainly reproductions of contemporary prints of Austrian and Prussian troops, places, fortresses and army camps, together with portraits of the principal figures of the campaign.

Three appendices contain the Order of Battle and Deployment of the Imperial and Royal Austrian Army, 1 July 1778; the Order of Battle and Formation of the Allied Prussian-Saxon Army on July 1, 1778; and the Composition of the Prussian Armies in 1778.

A seven-page index bibliography concludes the book; there is no index.

This war has often been seen as the first stage in Prussia's military decline which was to culminate in the defeats of Jena and Auerstadt in 1806. The author, however, puts forward a strong argument that it simply revealed the inherent weaknesses of the Prussian military system that had always existed, but had been overlooked because of Friedrich II's many victories, and that, in the case of the Bavarian Succession, the King of Prussia was able to achieve his political goals without fighting a decisive battle. This analysis is well worth reading by wargamers interested in the earlier campaigns of Friedrich II, even if – understandably – they have no desire to recreate the manoeuvres of the rival armies during the 'Potato War' itself.

Arthur Harman



ANGLO-SAXON KINGS & WARLORDS AD 400-1070

- R. D'Amato and S. Pollington
- Osprey (2023)
- £14.99
- 64 pages (softback)
- ISBN:9781472855350
- ospreypublishing.com

I am always at a bit of a loss to know how to evaluate a book on ancient warfare: however well written, it is almost always based on limited or contradictory evidence, and I am mindful of previous squabbles between experts about the length of 'the Saxon sword' when it all seems to depend on two or three archaeological finds...

Nevertheless, the authors provide a useful profile of the warrior culture and structure of the period, together with what is 'known' about clothing, arms and armour. It is well written and with many images of finds plus eight attractive full-page colour displays of figures in likely dress.

For the wargamer, the caveats mentioned above seem to apply strongly. The authors' forays into calculating likely army strengths rely heavily on supposition – usually based on multiplying a core elite by a factor of ten. The section on the four sample battles of Catreath (c. 600), Edington 878, Brunanburh 937 and Maldon 991 offer an average of half a page per battle. However, useful for the skirmish wargamer and painter?

Chris Jarvis



THE WINTER CAMPAIGN IN ITALY 1943

- Pier Battistelli
- Osprey (2023)
- £16.99
- 96 pages (softback)
- ISBN:9781472855695
- ospreypublishing.com

This title covers the advance from Salerno and Calabria up to the final offensive actions prior to the Monte Cassino period, with US, British, Canadian, Indian, New Zealand, Free French and Italian troops facing difficult terrain, restricted approaches, rain and tenacious German defenders. The three battles of San Pietro (west coast) and Orsogna and Ortona (east coast) form the principal actions described, in which small numbers of troops and tanks formed a very effective delaying action.

The book follows the usual 'Campaign' Series format – background; opposing forces, commanders and plans; the campaign; aftermath. Orders of battle go down to battalion level, with supporting detail on the relative strengths and equipment holdings of the major protagonists. Maps are good (albeit sometimes in the wrong place). The Ortona battle has considerable written detail on street-level fighting, but with the severe disadvantage that the mapping is one of those foolish oblique-view pictures spread across two pages: the only way to see the crucial central section is to break the spine of the book – dumb. Overall, a fine picture of a difficult campaign.

Chris Jarvis



VALENTINE INFANTRY TANK VERSUS PANZER III: NORTH AFRICA 1941-43

- Bruce Newsome
- Osprey (2023)
- £15.99
- 80 pages (softback)
- ISBN:9781472857279
- ospreypublishing.com

I am normally a great fan of this Osprey 'Duel' Series, but this current offering is rather disappointing. The author has previously written a whole book on the Valentine tank, and he clearly knows much technical detail (even down to the driving techniques). However, even the most enthusiastic tank duellist would hardly pair the Valentine against the Pz III, as they rarely fought each other in North Africa – Russia, yes.

The style of presentation is unhelpful, with technical chunks interspersed with the combat example of Blade Force (Tunisia, 1943, involving just half a regiment of Valentines). Supporting maps are poor, with what seems like a faint background weave of veins (tracks? watercourses?) and inadequate contour detail.

The book certainly highlights the lamentable state of British tank design compared to the longevity of the Pz III (tank or assault gun): early marks had a weak gun in a two-man turret, later ones had a better gun (but some versions had no MG) and still a two-man final turret.

All in all, this seems to regurgitate material without a real purpose.

Chris Jarvis

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The latest **Deep Cut Studio** mat is concentrating hard on their *Star Wars* theme for the new *Star Wars Shatterpoint* game although these latest mats are available in different sizes both with and without the extra markings that facilitate a *Shatterpoint* game.

Their new *Desert City* theme would look very good with any arid planet (especially in 28mm or larger) but – with the plethora of pipes and low relief buildings printed on the artwork – it would work well down to 15mm without a stretch. The print is *gorgeous*: we have the mouse mat version to review but it can be printed on both cloth (my preference) or (wipe clean) PVC to order and in sizes from 22" x 30" right up to 44" x 90" and the mouse mat comes on the usual 2mm neoprene rubber (and is packed in a clear tube so you can see what you've got when it's rolled up).

At the 3ft square size you can also select the *Shatterpoint* markings overlaid. This would look great with some of the pre-finished desert buildings that **Deep Cut** already make (which are 28mm but perfectly usable in the 40mm scale of *Shatterpoint*). *Recommended*.



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 ► £2.50 – £3

If large scale desert SF isn't enough for you (with your new **Deep Cut** mat) and you crave something in a smaller scale, **Brigade Models** have some new Desert Buildings available in 6mm.

Three new releases include a *Low Tower with Stairs* (£3); a *Corner Building* (£2.50); and a *Building with Bay Front* (also £2.50). These are called *Desert Outlands* buildings and are different from their other desert buildings in the same scale which are rather more 'dome like' (and have a real 'Tatooine' feel to them). However, they make for an interesting diversion, style wise, and are definitely more 'squared off' but they will still do good service with other desert buildings in their range.

Recommended.





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HOBBY TIPS

PERIMETER WALL

Build a big, beautiful wall in 28mm

Words and images by **Tony Harwood**

It has been over ten years since I released my first *Dampfpanzerwagon Guide Building Wargame Terrain*. The A4 limited edition and self published book sold well over 600 copies and went through a number of reprints to satisfy demand but is now out of print. It can sometimes be seen for sale on ebay and I can confirm that I have seen it and the subsequent, Guide No. 2 – *More Wargame Terrain* and Guide No. 3 – *Models for Wargamers* for sale at various wargame shows and even in second hand book shops! This magazine article is a condensed version of one of the chapters in which I show how I built and then painted a number of stand-alone perimeter wall sections for use on the gaming table. The original article ran to seven pages with 33 full colour illustrations.

Construction utilised some spare plastic card of different thicknesses (ex advertising signs and standard modelling plastic card), foam and **DAS** modelling clay to produce one damaged straight section and two damaged corner wall pieces. My intention was to use these and a larger straight section with a wooden gate (more on this in a later article) in different configurations and in various wargame scenarios, particularly

using the *Flintloque* rule system from **Alternative Armies**, although today they could just as easily be used for *Silver Bayonet* games (or any game that needs a nice, 'posh' wall around a big house rather than the dry stone walls you almost always see on gaming tables... Ed.).

With the walls built, I used various techniques to impart texture before modelling the groundwork with more **DAS**, sieved stones and sand applied over PVA glue.

The painting was something of an experiment, building up the colours over a black/dark brown base then 'tinting' the plasterwork with washes. The bases were painted in my traditional *Snakebite Leather* colour (mixed up in large quantities by my local DIY store) then highlighted with the same *Snakebite* with a little white added before small stones were picked out in grey, highlighted with white.

Once varnished the wall sections had additional decoration added to the bases by gluing on static grass static grass tufts and ground green foam.

I would hope to include other articles from the three self published guides in future issue of this magazine.

MATERIALS USED

- ▶ Various thicknesses of plastic card
5mm, 3mm and 1mm thick
- ▶ Green foam
- ▶ **DAS** modelling clay
- ▶ Round map pins
- ▶ Sieved stones, sand and picture sand used to make children's pictures using very fine sand in this case green coloured sand

1. FOUNDATIONS

The wall sections were built up using different thicknesses of scrap plastic card (used advertising signs picked up for free), green foam and some round map pins for the post decorations. As you can see the green foam was scored with first a scalpel and then deepened with the point of a pencil. Various scraps of green foam were glued in place as rubble.

The base was also cut from plastic card however I have in the past used MDF. The edges were cut with a jigsaw and the chamfer trimmed with a snap-off bladed knife before being sanded smooth.



2. MOUNTING

The two corner sections were modelled using the same techniques and materials as the straight section.

Note how the wall sections are mounted on to a thin strip of 3mm plastic card. This prevents warping and raises the walls above the base level for further texturing with **DAS** at a later stage.

The walls are 40mm tall x 5mm thick and the pillars are 10mm x 10mm and slightly taller topped off with 10mm round plastic map pins.



3. GROUNDWORK

The groundwork has been built up with **DAS** modelling clay which I applied over some scoring and then watered-down PVA glue – to ensure a firm bond.

Damaged sections were further enhanced by cutting into the plastic card or using **DAS** to mimic crumbling stone.

The wall design was based on a section of wall that my daughter had photographed while on holiday in Belgium and similar images found on the internet.



4. STONES

I used sieved stones and sand applied over PVA glue to texture the groundwork – I find it better to add this rubble in layers starting with the larger stones and then moving down the scale to rough sand and fine sand before ‘flooding’ the base with watered-down PVA glue to which I have added some washing-up liquid (to break the surface tension).

DAS was also used to blend-in the damaged sections of wall before I added very fine sand mixed with PVA to the flat wall sections – this fine sand used for making ‘sand pictures’ was bright green, hence the slight green tinge seen in these images.

5. BASECOAT

With the modelling completed, I gave all three pieces a basecoat of dark grey – however I thought this looked too dark and so went back over the walls with a more neutral blue/grey in a stippling motion.

I still felt that the basecoat was too dark and added an even lighter layer of grey to try and highlight the texture. I do feel that this helps me to see the surface texture better and even though there will be more colours to come, it does look better and these layers of paint will also help to further seal the model and hopefully make it more robust.

6. FIRST COLOURS

The first real colour was this Ochre/putty mix which was both brush painted and then drybrushed with a slightly lighter colour to highlight the sculpted detail.

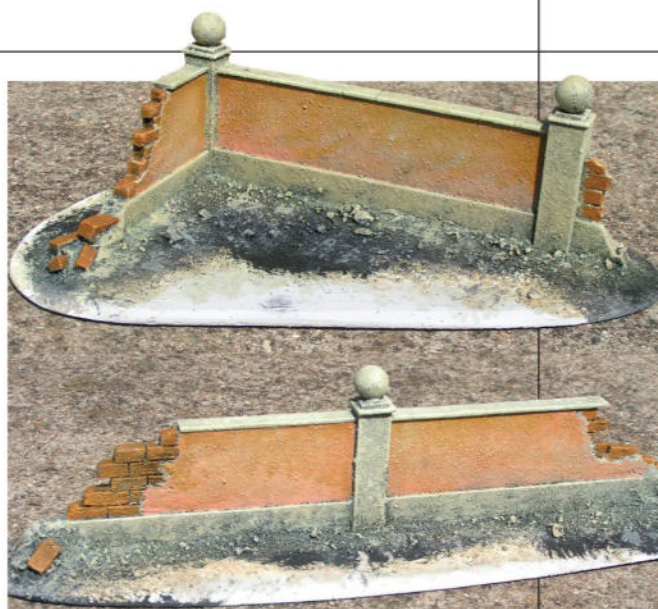
I also tried to have a lighter Ochre colour to the top of the walls and a slightly darker colour on the lower edges and in the deep crevices or corners of the pillar and wall joins.



7. BRIGHTEN YOUR DAY

I thought the initial colour was too drab and used tints (thick washes) to add an orange/ Ochre colour to the main wall sections – something I had seen in an illustrated book on French regional architecture.

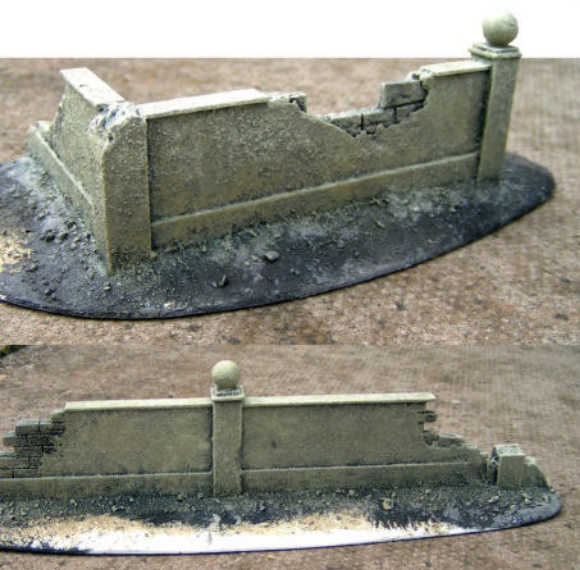
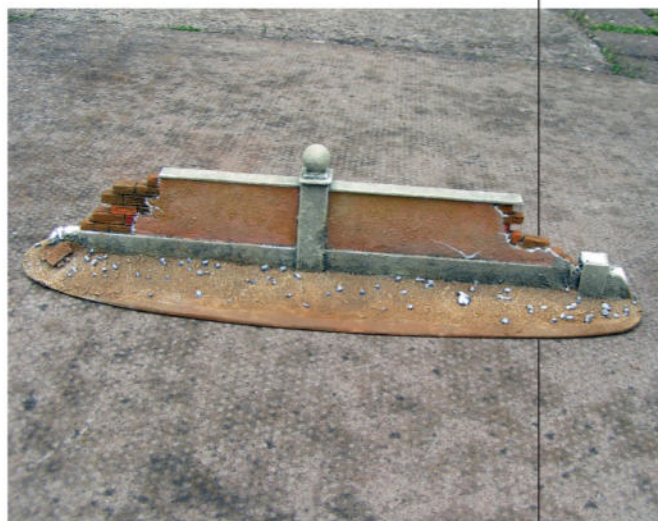
Once again I was trying to have a lighter tone on the upper surfaces and a darker one on the lower areas.



8. DETAIL

Detail painting involved adding highlighted cracks and some damage to the plasterwork and painting the bases in a *Snakebite Leather colour* (I had my Snakebite paint colour matched at the local DIY store and now have enough to paint all of my terrain pieces in the same colour).

The groundwork was also highlighted with drybrushing and individual stones picked out in mid grey, highlighted with white before being matt varnished.



9. BIG BEAUTIFUL WALL

I use dyed sawdust, ground foam and static grass on the bases. The final detailing was done with static grass tufts and ground foam applied over superglue.

The straight wall section is just over 300mm long and 50mm tall to the top of the pillars.

I will, with the editors permission give further details on how I built another straight wall section with a wooden gate.





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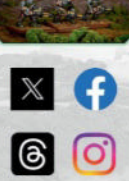
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DAVID MUSTILL

A Show Organiser's Thoughts...

Having read the Editor's *Last Word* article in Issue 483, and seen a review of Broadside in 484 (and finally having some time away from show organisation...), I thought I might chip in with a few thoughts regarding the current state of wargaming shows.

First off, I should say, I completely agreed with John Treadaway's view of things: We have had a tough time over the last few years, but things are definitely brightening up. We were very fortunate to have been able to run *Broadside* shows every year (except 2020), as I know there were many cancelled events in '21 and '22.

The 2022 Broadside was one of the toughest I've had to organise in the six years I've been heading up the show. At times it made 2021, with its shuffling dates and last minute large-gathering protocols, feel like a doddle! I work full time, so I have to fit running a show into my evenings and weekends, which can seriously disrupt my social life... More than ever before it felt like a struggle to attract traders to a smaller event, or even to get a reply to emails. Modern technology is a wonderful thing, but at times it felt like I would have had more luck sending letters to prospective traders via snail mail! When I began in 2017 there was an established show circuit, with almost a caravan of traders travelling the length and breadth of the country to attend all the shows, to which I added as many indie manufacturers as I could convince to come along. Apart from a few diehards, this seems

to have broken down, with many regulars having retired or retreated to the safety of internet sales. It feels like many sellers, including most of the bigger names, just don't want the hassle or expense of travelling to small shows. Given our distance from the 'Lead Belt', and the growing obstruction that is London, a provincial show in Kent could potentially struggle over the next few years. The positive to take from this is that *less* traders means there is *more* room to fill up with gaming goodness! We had more clubs than ever running demonstration and participation games this year, and I am looking at casting the net even wider next year. While this won't pay the bills, the hope is it will bring more people to the hall and make up the shortfall with increased revenues.

Despite our move to a larger hall we still have a long way to go to compete with the big boys... As we don't have a conveniently placed NEC or Excel to move into it looks like we are to remain a "provincial" event, but even at this level there is no guarantee of success. So how can we support our local shows to keep them coming back year after year? Social media is our best form of advertising in the current age, and these are basically electronic popularity contests! If your local show has a Facebook or Instagram profile, follow it, *share it*, and *like* it. Facebook still favours the most reacted-to posts, so buck the trend and hit the events posts with a *like/love/wow* reaction, as this will increase the visibility of their post and their page. The more people that know

"As we don't have a conveniently placed NEC or Excel to move into ... how can we support our local shows to keep them coming back year after year?... If you are a visitor to a smaller show, try to make sure you see everything."

about an event, the more folks should (in theory) show up!

If you are a visitor to a smaller show, try to make sure you see *everything*. It might sound obvious, but it's surprising how many people seem to show up to visit one trader and then head home. Lots of folks put a lot of time and effort into bringing traders, clubs, designers, and producers into a hall to keep you entertained for a day, it really doesn't take that long to have a good look around, and who knows, you might discover something new! Engagement is the key, whether it is visitors discussing games and their history and background with club members, or sellers extolling the virtues of their wares to passers by, we are all in the hall for the same reason and should all be ready to converse with each other! And if any of the "big" names are reading this, I get that lugging a huge trade stand to sub 5,000 visitor events might not be cost effective, so how about just a few guys and an official demo/promo stand? Nothing attracts attention like a few popular names in your advertising campaign! Attendance at wargame shows helped many of the top manufacturers to get where they are, so maybe it's a good time to give something *back*?

Oh, and if you get an email inviting you to participate in a wargames event, please, *please* take thirty seconds to reply! Even receiving a "no" is better than waiting desperately for a response...

Wargame shows. Long may they continue! ■



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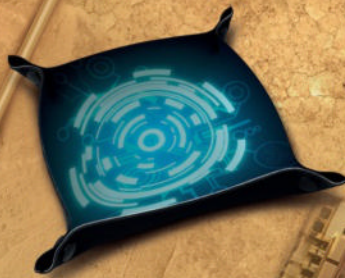
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